THE DAY OF
WATERLOO
1815 AD

TURNING POINT

15

HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

3.1.4

The fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

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

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

Turning Point Simulations
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *Waterloo*

Or e-mail us at: admin@turningpointsimulations.com

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

1.0 INTRODUCTION

The Day of Waterloo is a detailed look at the entire single day of the culminating battle of Napoléon's invasion of Belgium in 1815. The map shows the immediate area over which the resulting battle took place. The playing pieces represent the major combat units or leaders while markers are used to indicate conditions restricting or enhancing the performance of these pieces (such as casualties).

Each player moves his pieces and engages his opponent's pieces in combat seeking to achieve their victory conditions. A hex-grid has been used to define the spatial relationship between geographic points on the game map. Combat occurs between adjacent hexes occupied by game pieces of the opposing sides and is resolved using a die roll. Artillery has a range up to around 2000 meters (3 hexes).

2.0 GAME SCALE

Each hexagon is roughly 700 meters across. A turn is about one hour of time. Each Strength Point (SP) is equal to roughly 1,000 men (infantry), 500 men and horses (cavalry), or one battery of guns (artillery).

3.0 GAME EQUIPMENT

A complete game of *The Day of Waterloo* includes the following:

- 11″ x 17″ Game Map
- Counter Sheet (with 250 die-cut game pieces)
- This Rulebook
- 1 Six-sided Die
- 3 Player's Aid Cards (PACs) of game charts, tables, and tracks (Terrain Effects Chart; Combat Results Table, Cavalry Charge Table, and Bombardment Table; Turn Record Track and Morale Track)

3.1 Rulebook

Rules govern the actions that may be performed by the various game pieces. In general, if a particular action cannot be found in the rules then it is considered illegal and may not be performed.

3.2 Tracks, Charts, and Tables

Certain information necessary for play has been removed from the rulebook format and placed on cardstock to facilitate player use. Each player should be familiar with the information found on these cards prior to the start of play.

3.3 The Game Map

The Game Map is a cartographic representation of the ground the three armies fought over on June 18, 1815, *The Day of Waterloo*. The names of towns on the map are given in French. Most of the game pieces involved in the battle begin the game on the map, while several enter the map as reinforcements. These reinforcements enter in hexes associated with roads leading to other locations off the map. Find these numbered entry points prior to starting play (listed in clockwise order starting with the northernmost):

1. to *Brussels*
2. to *Point du Jour*
3. to *Chapelle-Saint-Lambert*
4. to *Charleroi*
5. to *Nivelles*
6. to *Hal*

Note: Entry points 5 and 6 are not used in this game, they are noted on the map because they were used on the previous day and might be used in a future variant (to be published in Against the Odds *Magazine) starting earlier than this game does.*

3.4 The Playing Pieces

The die-cut playing pieces (hereafter referred to as counters) represent the actual combat units and leaders in the campaign. They should be carefully removed from their frames and placed on their starting position on the game map (or adjacent to the entry hex if they are reinforcements). All the counters are color-coded by Army/nationality (red for *Anglo-Dutch-German,* blue for *French,* and gray for *Prussian*).

Other informational markers are used to mark current aspects on the various charts, such as the current turn or morale status of Corps and Armies.

3.4.1 Combat Units

SAMPLE COMBAT UNIT

There are three basic types of combat units in the game: **Infantry, Cavalry,** and **Artillery.**

- **Infantry** units show a soldier icon, and have no shape behind their (white) morale factor.
- *Note: French infantry units also have inherent artillery (see Section 10.5), indicated by a black cannon silhouette.*
- **Cavalry** units show a horseman icon, and have a circle (with a yellow outline) behind their (yellow) morale factor.
- **Artillery** units show a cannon icon and a square behind their (black) morale factor. They are further-divided as:
  - **standard** artillery (with a black outline of their square),
  - **horse** artillery (with a yellow outline of their square), and
  - **12-pounder** artillery (with a red outline of their square).

Unit sizes are Divisions (XX) and Brigades (X).

For the *Anglo-Dutch-German* Army the following nationality indications are used on the counters (if there is no marking, the unit is from Britain):

  D - Dutch-Belgium
  N - Nassau
  H - Hanover
  K - King's German Legion
  B - Brunswick

3.4.2 Leader Units
Leaders are of two types: Army leaders and Corps leaders. Army leaders may command combat units from their own Army, or Corps leaders. Corps leaders may only command combat units from their own Corps.
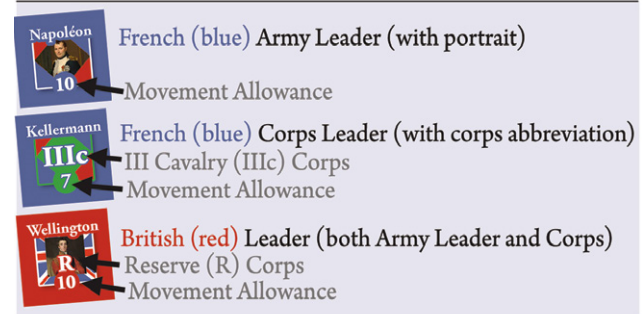
3.4.3 Informational Markers

4.0 HOW THE GAME IS PLAYED

One, two or three players may play *The Day of Waterloo.* If there are two players then one player commands the *French* Army and the other commands the Allied side (the *Prussian* Army and *Anglo-Dutch-German* Army). In the three-player game, one player is in-command of the *French* Army while the other two players command either the *Prussian* Army or *Anglo-Dutch-German* Army. The latter two armies are called Allied in many places below and move during the same turn.

4.1 Setting up the Game

Consult the Game Set-up (see Module 15.0) and place the game pieces on the game map with reinforcements adjacent to their entry hex. If the set-up hex is followed by a number in parentheses, then that piece may set up within **the hex radius** indicated by that number. For instance, if the starting location is *Genappe (3)* then that piece may start the game within three hexes (inclusive) of the town of *Genappe.* Players should also take into account stacking restrictions that may vary per hex type and the weather conditions that affect the first turn of play. The setup of each side is done in secret without the other player observing, with the Allied player setting up first.

4.2 The Sequence of Play

The Day of Waterloo is played in sequenced Game Turns. Each Game Turn is broken down into two Player Turns, while each Player Turn is broken into Phases. All actions must take place in their appropriate phase and in the sequence outlined below:

Sequence of Play in a Game Turn:

Allied Player Turn: This consists of four phases:

A. Command and Reorganization Initiation Phase

The Command Status of each Allied leader and unit is determined (see Section 7.1). Leaders and units that are out-of-command have their counters flipped to their flag side. Reinforcements are considered in-command on the turn they enter the map. Indicate units to be Reorganized by flipping them face down and then checking to see if they Reorganize (see Module 8.0).

B. Movement Phase

All leaders and combat units that are in-command or entering the map as Reinforcements, and that are not Reorganizing, may move (see Module 9.0). In-command cavalry units may perform a Cavalry Charge during movement (see Section 9.4). Out-of-command units may not move and out-of-command cavalry may not perform a Cavalry Charge. Out-of-command French cavalry may still Reaction Charge however (see Case 9.4.5).

C. Reorganization Completion Phase

Allied units that tried to Reorganize are returned to their face up sides.

D. Combat Phase

Step 1. Bombardment Attacks, Infantry/Cavalry Attacks, and Reaction Charges are resolved. The battles are resolved one selected hex at a time: for each selected hex, first any bombardment is resolved (see Module 10.0), then any infantry and/or cavalry attack is resolved or a Reaction Charge is resolved (see Module 11.0). The phasing player determines the order in which Infantry/Cavalry Attacks and Reaction Charges are resolved. Note that all Reaction Charges must be resolved at some point during step 1.

Step 2. All Breakthrough Attacks are resolved (see Section 11.13). The phasing player determines the order in which Breakthrough Attacks are resolved in step 2 of the Combat Phase.

French Player Turn:

Substitute the French player for the Allied player in the above and vice versa.

Turn Interphase:

If this is the last turn, evaluate the victory conditions to see which side won. Otherwise, advance the turn marker on the Turn Record Track.

5.0 STACKING

Stacking is the term used to describe having more than one unit in a hex.

5.1 National Integrity

Opposing combat units or leaders may never be in the same hex. *Anglo-Dutch-German* combat units and *Prussian* combat units may never be in the same hex. Allied leaders may stack in the same hex regardless of nationality but this stack may contain only combat units from one Army, not both.

5.2 Stacking Limits

The number of Strength Points (SPs) that may stack in a hex varies with the type of terrain in the hex. Up to 12 SPs may stack in a clear hex or a village hex. Only one unit (regardless of the number of SPs) may occupy a town, woods, forest, swamp, or grand farm hex. A hex having a road or highway has no effect on the stacking limit. Leaders stack freely (i. e., do not count for stacking) as they do not have any SPs. Stacking restrictions are not in effect during the Movement Phase; i.e., friendly units may pass through other friendly units while moving but are in effect at all other times. *Exception: There are six French Imperial Guard infantry brigade counters; when any two brigade counters in the French Imperial Guard Corps stack together with one immediately on top of the other, then they always count as one (divisional size) unit for all game purposes (including stacking, stacking order, movement, bombardment, and combat) with the morale of the two-counter unit determined by the averaged morale method (see Section 11.3).*

5.3 Road Column and Stacking

Combat units (not leaders) that are in Road Column (that is, use the highway and/or road to reduce movement costs) during movement may not stack with other units unless they end their turn by paying the full movement cost of the last hex they enter. These Road Column units should be marked with a blank marker until the end of the Movement Phase to indicate that no other units may stack with them. Units using the road movement advantage **must** be moved individually. Any unit that crosses a bridge is considered to be in Road Column that Movement Phase.

A unit must adhere to the stacking limit for Road Column starting with the moment it employs Road Column and thereafter for the length of the Movement Phase until it moves off of the road, or if still on the road, it pays the full Movement Point (MP) cost for that hex. This means that unless the full MP cost is paid for the last hex, units in Road Column will block further movement along that road.

5.4 Stacking Order

The stacking order within a hex is of critical importance.

5.4.1 Top Units Only the top combat unit in a stack may attack or defend during combat. *Important Exception: If an artillery unit is the top unit in a hex, then the next unit in the stack is said to be in its immediate support (even if it is also artillery), in which case the top **two** units of the stack may defend and the unit in immediate support may attack. An artillery unit on the top of a stack may bombard.*

5.4.2 Stacks and the Opposing Player The opposing player may **not** view the components of an enemy stack except for the top combat counter. Leaders on top of a stack do not mask the top combat counter in a hex from an opposing player.

5.4.3 Changing the stacking order A player may only voluntarily change the stacking order in a hex during their own Movement Phase. *Exception: See Section 6.2 Stacking Order and Cavalry Zones of Influence below.*

6.0 CAVALRY ZONES OF INFLUENCE

Only cavalry units have a Zone of Influence (ZOI). The ZOI for a cavalry unit extends to the six hexagons immediately surrounding it, except that the ZOI of cavalry **does not** extend across river or pond hexsides; bridges do not matter for this. Units that enter the ZOI of an opposing cavalry unit are said to be *pinned* by the cavalry unit and **must** cease their movement, except to possibly do a Cavalry Charge on the pinning cavalry unit if the moving unit(s) is/are cavalry, but being in a Cavalry ZOI **does not** mandate combat. As a player may only examine the top enemy combat counter in a stack, a player may not know whether cavalry is in an enemy stack until they move a combat unit adjacent to the enemy stack and find they are required to stop moving or if they try to move away from an enemy stack and find they cannot. A cavalry unit from the stack must be shown to the opposing player when claiming a Cavalry ZOI exists.

6.1 Exiting a Cavalry Zone of Influence

Once a unit is in the ZOI of an opposing cavalry unit then that pinned unit may **only** leave that hex if:

1) The pinned unit retreats either as a result of a Cavalry Charge (see Section 9.4), or retreat after combat (see Section 11.9), **or;**

2) The pinning enemy cavalry unit no longer has a ZOI on the formerly pinned unit's hex.

6.2 Stacking Order and Cavalry Zones of Influence

Regardless of the position that a cavalry unit occupies in a stack, the stack exerts a ZOI. If the stack exerting the ZOI is charged by cavalry and a defending cavalry unit is not already on the top of the stack, then a defending cavalry unit in the stack **must** be moved to the top of the stack.

7.0 COMMAND (LEADERS)

Command is traced from an Army leader to a Corps leader and then from a Corps leader to a combat unit. This is known as the Chain of Command. If any link in the Chain of Command is incomplete (broken) any portion below the break is considered out-of-command; the Army leader being the top of the chain. Exception: Combat units given command directly from the Army leader, thus bypassing the Corps leader link.

7.1 Chain Of Command

The Command Radius of both an Army leader and a Corps leader is 3 MPs as a leader. The Corps leader must be within 3 MPs of the Army leader while combat units must be within 3 MPs of their Corps leader. In addition to this chain, an Army leader may choose to assume a tactical role at the owning player's discretion. An Army leader in a tactical role may put in-command any combat units that are within 3 MPs of his counter. An Army leader acting in a tactical role may **not** put Corps leaders in-command. The *French* Army leaders are Napoléon and Ney, the *Prussian* Army leader is Blücher, and the Anglo-Dutch-German Army leader is Wellington.

7.2 Out-Of-Command

A unit or leader that is outside the chain of command is said to be out-of-command. A combat unit that is out-of-command may not move. Out-of-command cavalry may not charge. Out-of-command infantry or cavalry that start the Combat Phase adjacent to an enemy unit may not attack; however, artillery, French infantry divisions, and French Guard infantry brigades may always bombard. Out-of-command combat units may not advance after combat if they successfully defend a hex.

7.3 Determining Command Status

Command status (in-command or out-of-command) is established in the Command Phase of the Player Turn. A unit that began its movement in-command may move so that it is out-of-command (outside its Corps leader's command radius) but is still considered in-command for the immediately following Combat Phase.

7.4 Wellington as Reserve Corps Leader

Wellington is both the Anglo-Dutch-German Army leader **and** the Corps leader of the Anglo-Dutch-German Reserve Corps. Putting units from the Reserve Corps in-command does not affect his ability to put the Corps leaders of the other Anglo-Dutch-German Corps in-command. If he assumes a tactical role and directly commands combat units, he may only command units that are within his leader radius regardless of their Corps designations.

7.5 Tracing the Path of Command

When tracing the path of command, hexes are counted as if a *leader* were moving from the leader to the unit (or leader) in question (see Section 5.2). The Command Radius of an Army or Corps leader may be traced along a **highway or road** and benefit from the highway movement bonus thereby. It can thus extend this radius if traced exclusively along road or highway hexes up to 6 hexes from the leader to any unit of his command (or from the Army leader to one of his Corps leaders), or greater than 3 hexes so long as a portion of the path of command was traced this way. Thus command may not be traced over unbridged river hexes, but may be traced along roads that pass through woods. Army leaders may never command combat units or leaders that are not part of their own Army. Corps leaders may never command combat units or leaders that are not part of their own Corps. The path of command may not be traced through hexes containing enemy units but may be traced through hexes in an enemy ZOI. **Command Example:** Units A, B, C, and E below are in-command, while D is not:

8.0 REORGANIZATION

Reorganization may only occur during the Command and Reorganization Phases.

8.1 Reorganization Procedure

The owning player may choose to try to Reorganize a combat counter that has taken casualties. A unit may **not** attempt to Reorganize if it is within the Movement Span of an enemy combat unit; that is, if the nearest enemy unit was moved its full movement rate it would be adjacent to the reorganizing unit. Units that are Reorganized may not move in the turn they are Reorganized, even if the Reorganization fails to recover any casualty SPs.

At the start of the Command and Reorganization Initiation Phase, each counter to be Reorganized is flipped over. Once all counters that are attempting to Reorganize have been flipped over a player may start to Reorganize their counters. To Reorganize a counter the player rolls the die and checks the counter's morale. A counter has the number of die rolls equal to the unit's current morale to try to recover SPs. If a counter's Corps is Demoralized, subtract one from its current morale. If Napoléon, Ney, or Blücher is stacked with the counter then subtract two from the morale die roll. If Wellington or the Corps leader for the counter is stacked with the unit then subtract one from its morale check die roll. Morale die roll modifiers are cumulative. A die roll less than or equal to the counter's current morale is a successful morale check. For a successful morale check, the counter recovers 1 SP from its current casualties, a morale check that fails has no effect.

Important Note: Adjust the morale levels of the associated Corps and Army on the Morale Track as SP losses are recovered. If the total losses for a Corps goes under its Demoralization Level, then that Corps immediately no longer suffers Demoralization, remove the Demoralization marker from the Corps leader.

Reorganizing counters remain flipped over to show they cannot move until after the Movement Phase at which time they are flipped face up.

8.2 Cadres

A unit is never completely destroyed by casualties. When a combat unit has taken casualties equal to its starting strength it is removed from the game map. These zero SP units are then considered to be cadres with their Corps leader and may be brought back into play through Reorganization.

8.3 Reorganizing Cadres

If the Corps leader is beyond the Movement Span of enemy units, the zero-strength cadre is placed with the Corps leader, where it may attempt Reorganization. A Corps leader that attempts the Reorganization of a cadre may not put any combat units from his Corps in-command that turn. A Corps leader may attempt Reorganization of as many cadres belonging to his Corps as stacking will allow in the hex.

Reorganization Example A: d'Hurbal's Cavalry division with 4 morale has lost 3 SPs and is now a cadre with Corps leader Kellerman, so Kellerman moves beyond the Movement Span of any enemy unit. On the following turn, Kellerman tries to rally the cadre. Assume Kellerman's Corps is not Demoralized. d'Hurbal has a printed morale of 4 and is stacked with Kellerman; it can make 4 die rolls and each die roll of 1 to 5 means it recovers 1 SP. The die rolls are 2, 4, 6, and 3 and so d'Hurbal is now full strength.

Reorganization Example B: Kellerman's III Cavalry Corps of 3 units was wiped out and Kellerman is Demoralized. Kellerman has no troops left so he moves beyond the Movement Span of any enemy unit. On the following turn, Kellerman tries to rally his 3 cadre units. Note that the maximum strength of his Corps is 9 and his Corps Demoralization Level is 5. Once he has recovered 5 SPs, then the Corps will no longer be Demoralized. He tries to recover d'Hurbal first, current morale of 3 (original morale of 4 minus 1 for his Corps being Demoralized is 3), so he has 3 chances and a 1-4 is a success (as he benefits from being stacked with his Corps leader). He rolls 1, 3, 5 and recovers 2 SPs. Next, he tries L'Hertier with a current morale of 2, so he has 2 chances and a 1-3 is a success. He rolls 1, 6 and recovers an SP. Next, he tries the III Cavalry Corps horse artillery with a current morale of 2, so he has 2 chances and a 1-3 is a success. He rolls 2, 5 and recovers 1 SP. He has then recovered 4 total SPs which is not enough to remove the Corps Demoralization marker; if instead, he had recovered 5 SPs, then the Corps would no longer be Demoralized.

9.0 MOVEMENT

Movement is done by a unit or stack of units, hex by contiguous hex. Only combat units and leaders that are in-command may move. Units may only move into an adjacent hex and may not skip hexes as they move. A unit's Movement Allowance restricts how far that unit may travel in a given Movement Phase. It may move in any direction and as far as the owning player wishes, as long as it does not exceed its Movement Allowance.

9.1 Movement Procedure

The moving player picks up the piece he wishes to move. Each hex has a specific **MP cost** determined by its terrain and the type of unit moving into it (consult these different costs on the Terrain Effect Chart). Count each hex over which the piece travels, deducting the terrain cost of the hex entered from the unit's Movement Allowance. When the unit's Movement Allowance has been expended, the unit must stop moving. If the MP cost of a hex the player wishes his piece to enter is greater than the Movement Allowance remaining for the unit, then the unit may not enter that hex.

9.2 Terrain and Weather Effects on Movement

Although the basic cost to enter a hex is 1 MP, the actual cost in Movement Allowance may be more or less, depending on the terrain, the unit type, or the intervening hexside. Leaders pay 1

MP per hex, regardless of terrain, except they pay ½ MP when moving along a highway. Terrain features are cumulative for MP costs if the hex contains more than one type.

9.2.1 Road Column on Roads and Highways Roads and highways reduce the cost in MPs (roads = 1 MP, highways = ½ MP per hex) if the unit moves from one hex to another along the same road/highway line, unbroken and contiguous. Roads/highways take precedence over any other terrain that may inhibit movement in the hex, as long as units are in Road Column and enter and leave the hex from and to the same highway or road in adjacent hexes. *Exception: Units may still incur a movement penalty where roads and highways cross a river or stream hexside (see Case 9.2.4 and also see Section 5.3).*

9.2.2 Reinforcements Reinforcements are leaders and combat units that begin the game off the map. Where and when they will enter the game is listed in Module 15.0. When a reinforcement is scheduled to enter the game map, it must enter via the road listed as its entry point, and is considered to be entering in Road Column. Reinforcements, therefore, must enter the map singly and may not stack, unless they pay the terrain MP cost (not the Road Column cost) of at least the last hex they enter during their turn of entry. If several units enter as reinforcements at the same place in the same turn, they are considered unstacked in Road Column as if it extended beyond the map border. Though the first unit of the reinforcements pays 1 (or ½) MP to enter, each successive unit that enters will have expended that many more MPs commensurate with its place in the entering Road Column. **Example:** If the third unit in the Road Column enters the map on a highway, it will expend 1 and ½ MPs to do so, accounting for its place in the column and the movement it has already conducted to reach the game map.

9.2.3 Blocked Entry Hexes If the entry hex for a reinforcement is blocked by the presence of enemy units because (A) the hex is physically occupied by an enemy unit, or (B) the hex is in an enemy ZOI, or (C) the unit immediately comes adjacent to an enemy unit in the first hex of entry, then the moving player has the option to (1) hold the reinforcement off the map and attempt entry next turn at the same place, or (2) enter the units anywhere within their movement radius along the map edge. When tracing this entry radius, all off map hexes are considered clear and cost 1 MP each.

Example: On turn 7 the *Prussian* player finds that entry hex 3 is blocked, so he enters his cavalry three hexes away from entry hex 3. He uses 3 MPs to do this, spending his 4th MP to enter the map.

Reinforcements may also be held off the map at the owning player's discretion; their entry purposely delayed until a later turn. However, when the player decides to enter them onto the map, they still must enter at their designated entry hex per all of the restrictions stated heretofore.

9.2.4 Rivers and Streams A river hexside blocks all movement across it, unless the units cross the river via a highway or road.

A stream hexside blocks all movement for artillery units, unless they cross the stream via a highway or road.

9.2.5 Crossing Chokepoints: Infantry, cavalry, and artillery pay +1 MP extra for crossing a bridged or fordable river hexside. Artillery pays +1 MP extra for crossing a bridged or fordable stream hexside. Leaders do not pay any additional MPs for crossing a chokepoint.

9.2.6 Woods A woods hex may be entered by infantry units at the cost of 2 MPs, while cavalry and artillery units must pay 4 MPs, unless in Road Column.

9.2.7 Forests A forest hex costs infantry 4 MPs and may not be entered by either cavalry or artillery unless in Road Column.

9.2.8 Swamps A swamp hex may be entered by infantry or cavalry at the cost of 2 MPs, unless in Road Column. A swamp hex is prohibited to artillery, unless in Road Column.

9.2.9 Slopes and Crests Moving up, down, over, or along slope and crest hexsides does not cost MPs.

9.2.10 Towns and Villages Moving into or through a town or village hex does not affect movement.

9.2.11 Grand Farms A grand farm hex costs 2 MPs to enter. Note that the name of a grand farm is in italics and that this is the only type of named terrain that is in italics.

9.2.12 Ponds No unit may cross a dark blue pond hexside.

9.2.13 Mud During Mud turns, all units lose 1 MP from their Movement Allowance.

9.2.14 Severe Mud During Severe Mud turns, all infantry and artillery units lose 1 MP from their Movement Allowance. Cavalry and horse artillery lose 2 MPs. In addition, artillery and horse artillery units may only move along roads or highways, and must be in Road Column to do so. Cavalry Charges and Reaction Charges are not allowed

9.3 Movement Limitations

The basic limits on movement are that a unit may never expend more MPs than its Movement Allowance. Units and leaders may never move out of sequence. They move in the Movement Phase of their friendly player turn. *Exception: Units that retreat or advance as a result of combat.*

9.3.1 Freedom of Action In the Movement Phase a unit is never forced to move and it need not expend all of its Movement Allowance if it does move. Whether or not to move a unit or leader is entirely at the owning player's discretion in their turn. *Exception: Units may be forced to retreat or advance as a result of combat.*

9.3.2 Stop Moving Once a playing piece (counter) has been moved and the player has begun to move another game piece, the movement of the first counter is considered final and may not be subsequently changed until its next Movement Phase.

9.3.3 No Carryover of MPs Units that have not moved, or that have not expended their full Movement Allowance while moving,

forfeit the remaining portion of their Movement Allowance at the end of the Movement Phase. (Movement Allowance may not be saved up from turn to turn.)

9.3.4 End of Phase The Movement Phase is complete once all pieces of the owning player have been moved, or once the moving player begins to execute his attacks initiating the Combat Phase.

9.4 Cavalry Charges

Cavalry Charge is a special type of combat that occurs during movement. When a cavalry unit (or stack of French cavalry units) moves adjacent to an enemy occupied hex, the cavalry may interrupt its movement to Cavalry Charge the adjacent enemy units. Cavalry Charge combat is the only type of combat that may be combined with movement and only moving cavalry may initiate it. *Exception: Reaction Charges (see Case 9.4.5 below).*

9.4.1 Procedure When a cavalry unit (or stack of French cavalry units) moves adjacent to an enemy unit (or enemy stack), the owning player may initiate a Cavalry Charge at the cost of 1 MP for the moving unit(s). In addition to this 1 MP penalty, the charging unit(s) must have sufficient MPs to pay the terrain cost of the hex being charged into, as though it were moving into that hex. (The charging unit is not actually moved into the hex, but if it does not have enough MPs remaining then the Cavalry Charge may not be initiated.)

9.4.2 Restrictions Cavalry units must be in-command to do a Cavalry Charge. A Cavalry Charge may not move into hexes or across hexsides that would normally be prohibited to cavalry movement. A Cavalry Charge may not start **from** a hex that is in an enemy Cavalry ZOI (see Module 7.0) unless it is against the hex exerting the ZOI. A Cavalry Charge may **not** be conducted against units in a grand farm or woods hex. A Cavalry Charge may be conducted across a bridged or fordable river or stream hexside.

9.4.3 French Charge by Stack Only French cavalry may conduct a Cavalry Charge by stack (more than one cavalry unit charging together) and those cavalry units must all belong to the same cavalry Corps. If a stack executes a Cavalry Charge, all units in the charging stack must have begun the Movement Phase stacked together. If cavalry units conduct a Cavalry Charge from a hex that is occupied by other friendly units, those units not part of the Cavalry Charge (even if they are friendly cavalry not taking part) are **not** affected by the Cavalry Charge combat results (but may be pinned if a Reaction Charge results).

9.4.4 Charge Resolution Cavalry strength is not used to resolve a Cavalry Charge. Compare the averaged morale of all charging cavalry to the averaged morale of all units in the charged hex (see Section 11.3). This difference in averaged morale will result in either a positive, neutral or negative number (attacker's morale number minus the defender's morale number). Find the column corresponding to this number on the Cavalry Charge Table (shift 1 column left if the weather is Mud), and check the Cavalry Charge Modifiers to see if any modifiers will affect the attack die roll. Roll the die and apply the result. Cavalry Charge combat results are explained on the Combat Results Table.

9.4.5 Reaction Charges Enemy cavalry unit(s) in a charged hex (no matter where they are in the stack) may declare a Reaction Change, regardless if in or out-of-command. *Exception: British cavalry (only, not other nationalities)* **must** *declare a Reaction Charge.*

The owning player checks the morale of the cavalry attempting the Reaction Charge. If this check is successful, then mark both the defending and charging hexes with a Cavalry Charge! marker belonging to the side conducting the Reaction Charge. Cavalry that fails their Reaction Charge morale test **must** retreat one hex (the unit does not have the option to lose 1 SP rather than retreat).

Once marked, Reaction Charge combat is mandatory and will be resolved in the **upcoming Combat Phase**, at which time the players will use the Combat Results Table and conduct combat according to Module 11.0. Note that such combat may involve more than the top unit of a stack if a French Cavalry Corps is involved. Total attack strengths for both sides (both sides add their strength and morale values to find this number). The reacting cavalry becomes the attacker. Divide the attacker's strength by the defender's strength. The resulting number will be the combat odds. Roll the die and modify this result by the Morale Differential Modifier (see Section 11.3). Apply the final combat result generated. For the remainder of the current Movement Phase, no units may move into hexes containing these Cavalry Charge! markers, nor may other units join the existing combat or move from either affected hex, even though other units may have been in those hexes prior to the Cavalry Charge/Reaction Charge procedure.

9.4.6 Successful Charge If the Cavalry Charge results in the charged hex being vacated by the defenders (by retreat and/or elimination) then all charging cavalry unit(s) **must** advance into the hex and deduct from their remaining Movement Allowance the MP cost of the hex, as if it had moved into the hex under normal (non-charging) circumstances. It must pay the full MP cost for the hex, even if it charged along a road or highway. It may then continue its movement and make additional Cavalry Charges, if it has Movement Allowance to do so. It may also end its movement and possibly participate in the upcoming Combat Phase.

9.4.7 Unsuccessful Charge If the Cavalry Charge results in the charging cavalry retreating (either voluntarily or involuntarily), then they immediately cease movement. An inverted "Cavalry Charge!" marker is placed on the cavalry unit(s); such units **may not** participate in the upcoming Combat Phase.

9.4.8 Inconclusive Charge If the Cavalry Charge does not cause the defender's hex to be vacated or the charging cavalry to retreat (i.e. either an Ar or Dr type result in which the affected side chooses to take SP losses rather than retreat) then the charging cavalry can either:

1) Charge that hex again (provided it has the MPs to expend), or;
2) Continue its movement and perhaps Cavalry Charge another hex, or;
3) End its movement there and possibly participate in the upcoming Combat Phase.

10.0 ARTILLERY BOMBARDMENT

Artillery has an offensive and defensive capability different from either infantry or cavalry. Artillery may only bombard and defend; it may never attack.

10.1 General Rule

An artillery unit may only bombard when it is the top unit in a stack. In addition, the inherent artillery in French infantry units may bombard when the infantry unit is in direct support of an artillery unit that is the top unit or when it is the top unit itself. An artillery bombardment on a hex occurs just before an attack on that hex is resolved (but an attack is not required). Regular artillery and horse artillery have a range of 2 hexes to the target unit; *French* and *Prussian* 12 pounder artillery have a range of 3 hexes.

Conduct an artillery bombardment as follows:
a) Artillery SPs firing from different hexes are added together to determine the column used on the Bombardment Table.
b) The defender decides whether any of his units try to retreat before bombardment (see Section 10.6).
c) The defender says if he has 9 SPs or more in the hex or not; if so, then one is subtracted from the die roll for a Massed Target.
d) Roll the die and cross-reference the die roll result with the Number of Artillery SPs column. Die roll modifiers for various terrain types in a hex are given with the Terrain Effects Chart.
e) The resulting number is the number of SPs lost from the top unit in the target hex. If the top unit is eliminated then the next top unit in the stack takes the losses, etc. If there no other units in the stack then the excess losses are ignored.

10.1.1 One Hex Range Bombardments

An artillery unit that is adjacent to an enemy unit may only bombard an adjacent hex. A one hex range bombardment is blocked by an intervening crest hexside (only).

Note: There is no change to artillery bombardment strength because of range. The effect of very close range artillery is handled by the way defensive artillery strength is calculated for combat.

10.1.2 Two and Three Hex Range Bombardments

The artillery unit may not be adjacent to an enemy unit to fire at a range of 2 or 3 hexes. A Line of Sight (LOS) runs from the center of the firing hexes to the center of the target hex; the LOS may be blocked by obstructions (see Section 10.2 Obstructions).

10.2 Obstructions

Artillery may fire into an obstructing hex but not through. A two and three hex range bombardment is blocked from firing through any of the following obstructions (see Section 10.3 for important exceptions):
- Combat units (friendly or enemy)
- Woods or forest hexes
- Buildings (only town or grand farm hexes, not villages)
- Crest hexsides
- Elevation

If the LOS for artillery is partially blocked (the LOS running down the spine of two hexes, one of which is an obstruction, the other not) then halve those artillery SPs (round up).

10.3 Elevation

Elevation can aid or impede a Line of Sight. There are two levels of elevation on the game map: low ground level and high ground. A unit that starts on low ground and moves across a slope or crest hexside is now on high ground and vice versa. A stack is either on one or the other. Firing from high ground to high ground is never obstructed by intervening terrain (including crest hexsides) or units at low ground. As a rule of thumb, bombarding from high ground to low ground is never obstructed unless the intervening hex is another high ground hex and the same is true when bombarding from low ground to high ground.

Bombardment Examples: Domon (0403) may not fire on Lambert (0502) because of the intervening crest hexside. Jacquinot (0504) may not fire on Lambert because of the intervening high ground hex. De Salles (0604) may fire on 0803 because Durutte is on low ground (0703). Ludwick (0602) has its bombardment strength on 0703 halved because its LOS runs down a partially blocked hex spine (one side is clear, the other is a grand farm). De Salles (0604) may fire on 0502 but its bombardment strength is halved also because hex 0503 is an intervening high ground hex, while hex 0603 is a low ground hex (not blocking), and the LOS runs down the spine of two hexes. De Salles (0604) may fire on Ludwick (0602) because the intervening obstruction (0603) is on low ground while De Salles is on a high ground hex.

10.4 Supporting a Bombardment

The attacking player may declare specific infantry, cavalry, and horse artillery units to be supporting a bombardment. To do so, the supporting units must be adjacent to the defending unit(s) being bombarded. Units supporting a bombardment must attack the hex in the subsequent Combat Phase if the bombardment does not clear the hex. If the bombarding artillery clears the target hex of enemy units, then the supporting units may advance after combat as per Case 11.11 including Breakthrough Attacks.

10.5 Inherent Artillery in French Infantry

Each French infantry division (XX) and each French Imperial Guard infantry brigade (X) has inherent artillery worth 1 SP for bombardment, as long as the unit is in play. This inherent artillery SP moves with the unit; it has a range of two hexes and it may be combined with other bombarding artillery, assuming all bombarding units are within range of the target hex. If two French Imperial Guard infantry brigade counters are the top two counters of a stack, then they act as one unit and both artillery SPs may bombard. If a French infantry division is the top unit in a stack, it may bombard.

10.6 Cavalry and Horse Artillery Retreat before Bombardment

Cavalry and horse artillery units that are not in an enemy Cavalry ZOI and that are in a hex that is defending against an artillery bombardment may choose to retreat before the bombardment is resolved. They may do this retreat, regardless whether there are other units in the stack remaining behind or not. The defending player simply announces that a selected stack of his cavalry unit(s) and/or horse artillery unit(s) from the targeted hex will try to retreat one hex away from the bombarding artillery units. This retreat before combat may not violate the stacking limit of the hex it retreats into (that is, they may **not** displace friendly units while executing this retreat before bombardment). If the hex they retreat from is now empty, infantry and horse artillery units supporting the bombardment **may not** advance into the hex.

11.0 COMBAT

In general, any opposing unit that is adjacent to a friendly infantry or cavalry unit at the end of the Movement Phase **may** be attacked during the following Combat Phase. A defending hex may be attacked by as many adjacent hexes as the attacking player can bring to bear on it (up to six). The attacking player designates which of his adjacent hexes will attack a defending hex. Only the top unit in each attacking hex may attack, except if the top unit in the hex is artillery, then the unit in *immediate support* may attack as long as it is not also artillery. Cavalry units that ended up with a Cavalry Charge! marker during their preceding Movement Phase may not attack. Artillery may only bombard (see Module 10.0) and cannot attack.

11.1 Combat Procedure

The total Combat Strength of all attacking units (top unit and unit in immediate support) is compared to the total Combat Strength of the defending top unit in the hex (or if the top defending unit is artillery, include the unit in immediate support, even if it too is an artillery unit). A simple odds ratio is then established by dividing the attacker's Combat Strength by the defender's Combat Strength (dropping fractions). This odds ratio is then located on the Combat Results Table in the corresponding "Odds Column." The die is rolled by the attacker and the die result located in the left-hand column. Next, players modify the die roll by the Morale Differential Modifier (MDM). Players determine this modifier by comparing the averaged morale of all eligible attacking units to the averaged morale of the defender unit(s).

Example: An attacker with an averaged morale of 2 against a defender with an averaged morale of 4 will modify the die roll by minus two (-2). Thus, an attack die roll of 4 with a MDM of -2 results in a modified die roll of 2. The 2 die roll result is cross-referenced with the "Odds Column" for a final combat result.

11.1.1 Cavalry and Horse Artillery Retreat before Combat

Cavalry and horse artillery units that are not in an enemy Cavalry ZOI may choose to retreat before combat. They may do this retreat regardless whether there are other units in the stack remaining behind or not. After the attack is declared, the defending player simply announces which of his cavalry unit(s) and/or horse artillery unit(s) will retreat one hex away from the attacking units. This retreat before combat may **not** violate the stacking limit of the hex it retreats into (that is, they may **not** displace friendly units while executing this retreat before combat). If the hex they retreat from is now empty, the infantry and supporting units that declared the attack on the hex **may not** advance into the hex.

11.2 Combat Strength

In general, the sum of all Combat Strengths attacking a hex is the attack strength. Likewise, the sum of all eligible defending units' Combat Strengths is the defense strength.

11.2.1 Attacking Infantry Combat Strength

An attacking infantry unit's Combat Strength is the starting strength of the unit minus any casualties it has incurred.

11.2.2 Attacking Cavalry Combat Strength

An attacking cavalry unit's Combat Strength is its starting strength minus any casualties **plus** its morale value. The morale value is enclosed in a **circle** as a reminder that it adds to the cavalry units attack strength.

Example: A cavalry unit with a current strength of 3 and a morale of 2 would have an attacking combat strength of 5.

11.2.3 Combat Strength of Defending Infantry or Cavalry

The Combat Strength of a defending infantry or cavalry unit is its starting strength minus any casualties it has incurred.

11.2.4 Combat Strength of Defending Artillery

An artillery unit's defending Combat Strength is its current strength **plus** its morale value. The morale value is enclosed in a **square** as a reminder that it adds to the artillery's defense strength. Example, an artillery unit with a current strength of 4 and a morale of 4 would defend a hex with a strength of 8.

11.3 Morale Differential Modifier (MDM)

This MDM is the difference between the averaged morale of all attacking units minus the averaged morale of all the defending units. If a fraction occurs when tabulating the averaged morale for either the attacker or defender, then the option to

round this morale up or down to its nearest whole number is dependent on the majority of the SPs being either greater or lesser morale than the average for that attack. (If the fraction is exactly ½ and there is no majority of SPs greater or less than the average, round the fraction so that the resulting number will favor the defender.)

MDM Example: A and B are attacking C. A and B have a combined attacking combat strength of 7 and an averaged morale of 3½ (3 + 4 = 7 / 2 = 3½). Because the majority of the attacking SPs are of a 4 morale the 3½ is rounded up to a morale of 4. The top unit in C has a strength of 3 and morale of 4. The above combat is resolved as a 2 to 1 attack (7 to 3) with a Morale Differential Modifier of zero to the die roll (4 vs 4 morale).

11.4 Multiple Unit Combat

Each top attacking unit in a hex can only make one attack and may not split their attack strength to make multiple attacks. Multiple defending hexes may be attacked by a single hex of attacking units, but this is resolved as one combat.

11.5 Terrain Effects on Combat

The hex occupied by the defender may modify the Combat die roll. Terrain effects are expressed as a die roll modifier. All terrain effects are cumulative for a hex with more than one feature in it, and also if a hexside modifier exists. Terrain only improves defense and never improves the combat die roll. See the Combat Modifier column of the Terrain Effects Chart for how terrain modifies the combat die roll.

11.6 Combined Arms

An attack upon a defending hex that was first Bombarded by artillery, and is then attacked by both infantry **and** cavalry in this combat, has its "odds column" shifted one column to the right on the Combat Results Table.

A defending hex containing a stack of units that has infantry, cavalry, and artillery causes the Combat Results Table odds to shift one column to the left. Recall that all French infantry have inherent artillery included in the unit. To claim this benefit, the defender reveals the needed units to his opponent, replacing them in the stack as they were.

11.7 Extreme Odds

Odds less than 1 to 3 are resolved as 1 to 3. Odds greater than 6 to 1 are resolved as 6 to 1.

11.8 Combat Results Table

The Combat Results Table only reflects the result of combat and Reaction Charges. Normal Cavalry Charges and Artillery Bombardment each have their own results tables. After the Combat die roll is made, modified, and cross-referenced with the appropriate odds column, it will yield a combat result that is explained in the Combat Results Table.

11.9 Retreat after Combat

Among the possible Combat results are "Ar" (which involves the attacking unit(s) retreating a hex) and "Dr" (which means the defending unit(s) retreating a hex). Only units in a defending stack that were attacked; i.e. defended the hex, must retreat. If there are other units in the defending hex that were not attacked, they do not retreat. Owning players have the option of losing 1 SP and remaining in the hex. Foot artillery (not horse artillery) never retreat as a result of defending a hex, but must lose 1 SP instead. Whenever the attacker or defender chooses to retreat his unit rather than lose an SP, the owning player must move the unit so that it no longer is adjacent to the opposing unit(s). Horse artillery (artillery units with a Movement Allowance of 6) stacked with infantry or cavalry may choose to retreat with other retreating units. If a retreat is not possible, then the unit must lose an SP (see Cases 11.10.1 and 11.10.2).

11.9.1 Stacking and Retreat after Combat When a unit retreats, it must observe stacking limit restrictions. A retreating stack of units may split up into different hexes if, in doing so, it avoids violating stacking restrictions. If the unit cannot retreat without violating stacking restrictions, it may displace enough units out of an adjacent hex to permit its entry into that hex.

11.9.2 Morale and Retreat after Combat When the top unit retreats from a stack (or top two units if one of them is in support of artillery) each of the remaining units in the stack must check morale. Roll the die **once** and the morale of each successive unit in the stack is compared to its result. If the die roll is *less than or equal to* the unit's morale, it passes the morale check and must remain in the hex. If the die roll is greater than the unit's morale, then it fails its morale check and must retreat from the hex (the owning player does not have the option to lose an SP instead of retreating the unit). *Exception: Cavalry units (see Case 11.9.3 below).*

11.9.3 Cavalry and Retreat after Combat When cavalry are in a stack from which the top unit(s) retreated and they pass the morale check mandated in Case 11.9.2 above, they may instead choose to Charge rather than simply remain in the hex. *Procedure*: Compare the morale of the charging cavalry unit to the morale of the attacking unit (or averaged morale if the hex was attacked from several hexes). This yields a Morale Differential. Find this differential on the Cavalry Charge Table and roll the die. Cross referencing the Morale Differential with the Die Roll yields the combat result. Cavalry that charge in this particular case (and in only this case) will have their Cavalry Charge die roll modified by -1 for Surprise in addition to any other modifiers that may apply. Upon completion of this Cavalry Charge (successful or otherwise), the cavalry unit is marked with a Cavalry Charge! marker indicating that it may not move in the next friendly Movement Phase.

11.9.4 Zones of Influence and Retreat after Combat

Retreating units may retreat from or into an enemy Cavalry ZOI, but cannot retreat through an enemy Cavalry ZOI. In other words, a unit can always retreat one hex (assuming it does not retreat across or into prohibited terrain), but if this retreat involved a second hex (retreating into and out of the same ZOI projected by the same enemy unit), as with a result of Dr2, it would be required to lose an SP rather than retreat the extra hex.

11.9.5 Displacement

If the only hex a unit may legally retreat into is one already stacked to capacity, a unit or units may be displaced from that hex to accommodate the retreating unit or units. Displaced units are moved one hex back by the owning player (as if they too were retreating as a result of combat). The newly created stacking space in the hex may now be occupied by the retreating unit. Displaced units cannot be forced to retreat into a prohibited hex. If this is the only alternative, the retreating unit (not the displacing unit) loses a number of SPs equal to its mandatory length of retreat. Displaced units can displace other units, if necessary. A unit may be displaced more than once per Combat Phase if there is no alternative.

11.9.6 Grand Farms

When attacking a grand farm, a Dr result is converted into an Ex so a Dr now means both sides lose 1 SP. A Dr2 now means both sides lose 2 SPs. A DrC now means both sides lose 1 SP and then defender must counterattack.

11.10 Casualties

Casualties are removed from units in Strength Points.

11.10.1 Procedure

A unit that loses 1 SP has a "1" casualty marker placed beneath it. This marker is now considered part of the unit and must accompany the unit counter at all times. The strength of the unit is now the difference between the starting strength printed on the face of the unit counter, less the casualty number represented by the casualty marker. If a unit subsequently loses another casualty the "1" counter is flipped to its "2" side, indicating the unit has suffered two casualties, and so forth as the unit loses its 3rd and 4th casualties, up to the unit's printed starting strength.

11.10.2 Casualty Priority

Casualties are removed from the unit that is defending a hex or attacking it (depending on the combat result). In other words, in a stack of units, casualties are removed from the top-most unit of the stack. If a hex suffers more casualties from a single combat event than there are SPs in the top combat unit, then those excess losses are removed from the next unit in the stack, and the first unit is reduced to cadre status and removed from the game map. Excess losses are ignored.

11.10.3 Morale Track

Keep track of all casualties as they are lost for both the appropriate Corps and Army on the Morale Track. If a Corps or an Army reaches its Demoralization Level or Disintegration Level, then the effects are immediate.

11.11 Advance after Combat

When a defending unit retreats and/or takes losses as a result of combat; including a Reaction Charge, and leaves the hex empty, then one of the attacking units from the winning side **must** advance into the vacated hex and other attacking units in other stacks may advance (up to stacking limits). Other units in the attacking stack(s) (i.e., those that were not at the top of the stacks) may only advance if they pass a morale check. Supporting units that attempt to accompany advancing attacking units modify this morale check die roll by -1 (for impetus).

Units that advance into a vacated hex maintain the same stacking order they had in the hex they advanced from (that is, units that attacked remain on the top of the stack while units that advance in support are placed beneath them). Units that have advanced as a result of a successful attack may attempt a *Breakthrough Attack* against an adjacent enemy occupied hex during the Breakthrough Segment of the Combat Phase.

Units that successfully defended a hex where the attack leaves the attacking hex vacant may advance. The attacker's hex must have been vacated in this case (in other words, no supporting attacking units were left behind). This advance after an Attacker Retreat result is optional.

Exception: **British** *cavalry (only, no other nationality) belonging to a stack that successfully defended a hex must check their morale. If they* **fail** *this check, then they* **must** *advance into the vacated hex.*

11.12 Checking Morale

A die roll less than or equal to the unit's morale is a successful morale check and a die roll greater than the unit's morale is a failed morale check.

11.13 Breakthrough Attacks

During Clear weather turns (only), upon successfully advancing after combat into a newly vacated hex, units that wish to attempt a Breakthrough Attack are marked with a Breakthrough marker. After all other normal attacks have been resolved then Breakthrough Attacks against an adjacent hex are performed. For each Breakthrough Attack repeat steps 11.1 through 11.12 (that is, a unit may only do at most one Breakthrough Attack per Combat Phase). Hexes that were not completely vacated (for example, in a defending stack with three units in it where only the top two units retreated) are potential targets of Breakthrough Attacks (by other advancing units) as well as hexes that were not previously attacked.

12.0 CORPS AND ARMY DEMORALIZATION

One of the most important aspects of the game is understanding how Armies and Corps become Demoralized and the penalties they will operate under.

12.1 Corps Morale Levels

Each Corps has a Demoralization Level. Each combat unit belongs to a specific Corps (printed on the upper left of the front of the unit counter). Each Corps has a Morale Marker which is placed on the Morale Track to indicate the number of overall casualties currently suffered by that Corps. If the Morale Marker reaches its Demoralization Level printed on the

Morale Track, then that particular Corps immediately becomes Demoralized. A Corps that is Demoralized is indicated on the game map by placing a Demoralized marker on the Corps leader.

12.2 Corps Demoralization Effects

A Corps becoming Demoralized suffers the following effects:
1) The morale of all combat units in a Demoralized Corps becomes one less than its printed value. (A unit in a Demoralized Corps with a morale of "3" is treated as if it has a morale of "2.")
2) When bombarded by artillery, SP losses are doubled and a doubled zero result is treated as a 1 SP lost result.
3) A unit in a Demoralized Corps suffers doubled combat results with the caveat that any retreat called for may not be extended beyond the original result.

Example: On a Dr result the unit must take 1 SP loss and also suffer a retreat of one hex (or take another loss). On an EX result, the unit takes 2 SP losses.

12.3 Recovery from Corps Demoralization

Units that Reorganize and recover casualties will cause the number on the Morale Track for a Corps to decrease. If this total decreases to a point where the total losses for a Corps is beneath the Corps Demoralization number, then the Corps immediately is no longer Demoralized and the Demoralized marker is removed from the Corps leader.

12.4 Prussian Army Demoralization

The *Prussian* Army immediately suffers Demoralization if at least two *Prussian* Corps currently suffer Demoralization, regardless of overall *Prussian* losses at that point.

12.5 Anglo-Dutch-German Army Demoralization

The *Anglo-Dutch-German* Army immediately suffers Demoralization if:

1) Both the I and II Corps currently suffer Demoralization, or;

2) A French combat unit has exited the map via either the highway to *Brussels (1) or the road to Hal (6)*

Demoralization of the Reserve Corps or Cavalry Corps does not directly affect the Demoralization of the *Anglo-Dutch-German* Army.

12.6 French Army Demoralization

The *French* Army immediately suffers Demoralization if the French Imperial Guard Corps suffers Demoralization. Demoralization of any other French Corps does not directly affect the Demoralization of the *French* Army.

12.7 Army Demoralization Effects

An Army becoming Demoralized suffers the following effects:
1) Indicate an Army has become Demoralized by placing a Demoralized marker on the Army's leader on the game map. Army Demoralization is permanent and all Corps in a Demoralized Army become permanently Demoralized as well. Combat units in a Demoralized Army may not Reorganize to recover from Demoralization.

2) If the *Prussian* Army suffers Demoralization, then (in addition) all *Prussian* Landwehr units (seven units with a printed morale rating of "1") immediately flee the field of battle. These Landwehr units are removed from play and are considered destroyed (they exit the map permanently and are not considered in cadre status). The total SP losses these fleeing Landwehr units represent are immediately applied to the Disintegration Level of the *Prussian* Army; depending on previous losses this may or may not result in the *Prussian* Army suffering Disintegration immediately (see Section 13.2).

3) If the *Anglo-Dutch-German* Army suffers Demoralization, then (in addition) all Dutch-Belgian units (ten units with a D before their size symbol or marked DB in the Setup section) immediately flee the field of battle. These units are removed from play and considered destroyed (they exit the map permanently and are not considered in cadre status). The total SP losses these fleeing Dutch-Belgian units represent are immediately applied to the Disintegration Level of the *Anglo-Dutch-German* Army; depending on previous losses, this may or may not result in the *Anglo-Dutch-German* Army suffering Disintegration immediately (see Section 13.2).

4) If the *French* Army suffers Demoralization, then the French player immediately loses the game (see Module 14.0 Victory Conditions).

13.0 CORPS AND ARMY DISINTEGRATION

In addition to tracking Demoralization, the Morale Track also gives the total amount of casualties that a Corps or Army can sustain before suffering Disintegration, an even worse status.

13.1 Corps Disintegration

If the total casualties of a Corps equals or exceeds the Disintegration Level for that Corps, the Corps leader and all combat units in that Corps are immediately and permanently removed from the map. They cannot be returned to play through Reorganization. All SPs from this Corps count as lost towards their Army's Disintegration Level.

*Note: French cavalry Corps **never** suffer Disintegration unless the entire French Army suffers Disintegration.*

13.2 Army Disintegration

If the total number of casualties sustained by an Army is equal to or greater than the Disintegration Level for that Army, then that Army immediately suffers Disintegration and all units of that Army are permanently removed from the map. The Disintegration Level for the *Prussian* Army is 46, for the *Anglo-Dutch-German* Army is 70, and for the *French* Army is 72.

14.0 VICTORY CONDITIONS

Determine the game's winner as follows:

1) If the *French* Army ever suffers Demoralization or Disintegration, then the Allied player immediately wins, regardless of the state of the Allied Armies (that is, even if both Allied Armies also suffer Demoralization or Disintegration, the Allied player still wins). *Historical Note: The French Army was Demoralized (and later Disintegrated), and neither Allied Army was Demoralized.*

2) At the end of the game, if neither Allied Army suffers Demoralization or Disintegration, then the Allied player wins.

*Historical Note: The Russian and Austrian armies still needed to be dealt with, so Napoléon needed a clear victory on **The Day of Waterloo**.*

3) At the end of the game, if one Allied Army or both Allied Armies suffers Demoralization or Disintegration and the *French* Army does not also suffer Demoralization or Disintegration, then the French player wins.

*Note: The French can win only at the end of the game. Even if the Allies lose the effectiveness of one of their armies, the other Army may still be able to achieve a victory by itself as long as **The Day of Waterloo** is not over.*

15.0 SCENARIO SETUP

Accounts vary about when the fighting began, but they all agree that the initial mud conditions had a large impact on how the battle played out. As this game covers the entire day of June 18th (in hourly Turns: Turn 1 = 6:00 A.M; Turn 7 = 12 Noon; the game ends after Turn 16 = 9:00 PM), both sides get to decide if and when to advance to contact with enemy forces to begin the battle.

If the named place has a number in parenthesis accompanying it, then the units in question may set up anywhere within that radius of hexes, so long as the stacking limit for every occupied hex is not exceeded. If the named place has more than one hex associated with it, then units may set up in any of those hexes, as long as the stacking limit for each hex is met. Names that are abbreviated on the counters are shown in full, with the letters used for the abbreviated names on the counters in **bold**.

15.1 French

Rossome-1017 (1): **Napoléon** ***; OG **Ch**asse**urs** X [5-5-5], XX 5 ****Su**bervie** VI [3-3-7], **Su**bervie HA [1-3-6].

Maison du Roi-1018: The **Emp**eror's **Esc**ort X [2-5-7], OG **Gr**ena**di**ers X [5-5-5].

Genappe-1323, 1422, 1423 (1): **Reille** II, XX 5 **Bachelu** II [5-3-4], XX 7 **Jerome** II [7-3-4], XX 9 **Foy** [5-3-4], XX 2 **Pire** II [3-3-7], 12 Pd **Pelletier** II [1-3-4], HA **Pire** II [1-3-6].

Genappe-1323, 1422, 1423 (3): **Drouot** IG, MG **Gren**a**di**ers X [3-4-5], MG **Ch**asse**urs** X [4-4-5], YG **Volt**ig**eurs** X [4-4-5], YG **Tir**ai**lleurs** X [4-4-5], IG **Lef**e**bvre** LC [4-5-7], IG **Guyot** HC [4-5-6], HA **Desvaux** GC [4-5-6], 12 Pd **Lallemand** OG [4-5-4].

Chantelet-1317: **Ney** ***.

La Belle-Alliance-1014 (2): **D'Erlon** I, XX 1 **Quiot** I [5-3-4], XX 2 **Donze**lot I [6-3-4], XX 3 **M**ar**cogn**et I [5-3-4], XX 4 **Durutte** I [5-3-4], XX **1 Ja**cqu**inot** I [3-3-7], 12 Pd **De Salles** I [1-3-4], HA **Jacquinot** I [1-3-6].

Mon Plasir-0514 (1): **Kellermann** IIIc, XX 11 **L'H**er**tier** IIIc [4-3-6], XX 12 **d'Hu**r**b**al IIIc [3-4-6], **HA** IIIc [2-3-6].

Plancenoit-1315 (1): **Milhaud** IVc, XX 13 **Watier** IVc [3-4-6], XX 14 **Delort** IVc [3-4-6], **HA** IVc [2-3-6].

Turn 1 Entry Point 4 *(to Charleroi):* Entering the map on the road (see Case 9.2.2): **Lobau** VI, XX 3 ****Domon** VI [2-3-7], XX 19 **Simmer** VI [5-3-4], XX 20 **Jeanin** VI [4-3-4], 12 Pd **Noury** VI [1-3-4], HA **Domon** III [1-3-6].

*Notes: Subervie's 5th Cavalry division was actually part of Pajol's I Cavalry Corps; however, the vicissitudes of the battle of Ligny left it on the Army's left, where it was more opportune for it to be transferred to the pursuit of Wellington's Army than remain with Pajol for the pursuit of Blücher's Army. Thus it became part of the reserve of the French left and fought with the French VI Corps at Waterloo. Domon's 3rd Cavalry division was actually part of the French III Corps. But, as in the previous case, its position at the end of the battle of Ligny made it opportune for it to also join the pursuit of Wellington's Army. It too became part of the Army reserve and fought with VI Corps at Waterloo. But see Module 16.0 Ahistorical Variants below. If the III Corps replaces VI Corps it will remain with the III Corps.

15.2 Anglo-Dutch-German

The Anglo-Dutch-German player should set up his Army by Corps in order to become familiar with how the Army is organized.

I Corps:

Hougoumont-0712: 1 XX **Guard** I [6-4-4].

La Haye Saint-1011: 2K X **Ompteda** I [3-4-4].

La Papelotte-1410: N X **Bernhard** I [5-2-4].

Braine l'Alleud-0309, 0410 (1): DB X **Detmers** I [3-1-4], DB X **d'Aubreme** I [3-1-4], DB X **Trip** I [2-2-4].

Merbraine-0610 (3): 5 X **Halkett** I [3-2-4], 1H X **Kielmansege** I [4-2-4], X **Arty** I [4-3-4].

Mont Saint-Jean-0909 (2): **Prince of Orange** I, DB X **Bylandt** I [3-1-4], DB X **Smissen** I [2-2-4].

II Corps (- detachments):

Merbraine-0610 (1): Lord **Hill** II, 3 X **Adams** II [4-4-5], 1K X **du Plat** II [3-4-4], 3H X **Halkett** II [2-1-4], 4 X **Mitchell** II [3-3-4], X **Arty** II [3-2-4].

Reserve Corps:

Mont Sant-Jean-0909 (2): 8 X **Kempt** R [2-4-4], 9 X **Pack** R [2-4-4], 5 H **Vincke** R [2-1-4], 4H X **Best** R [3-1-4], DB x **Arty** R [3-2-4], oo RHA **Horse Arty** R [2-3-6].

Waterloo-0806, 0807, 0907 (1): **Wellington** ***, B **Olfermans** R [4-2-4], B **Butlar** R [2-1-4], B **Brunswick** R [2-2-7], B **Ludwick** R [2-2-4], N X **Kruse** R [3-2-4].

Turn 1 Entry Point 1 *(to Brussels):* Entering the map on the road (see Case 9.2.2):

10 X **Lambert** R [3-4-4].

Cavalry Corps:

Waterloo-0806, 0807, 0907 (2): Lord **Uxbridge** C, XX **Somerset** C [6-4-6], X **Arentschildt** C [3-3-7], DB X **Trip** C [3-2-6], DB X **Ghigny** C [2-2-7], DB X **Merlen** C [2-2-7], X **Horse Arty** C [6-3-6], DB o **Horse Arty** C [1-2-6].

Smohain-1510 (2): X **Vandeleur** C [3-3-7], X **Vivian** C [3-4-7].

Merbraine-0610 (2): X **Dornberg** C [3-4-7], X **Grant** C [2-2-7].

15.3 Prussian

All *Prussian* units enter the game as reinforcements (see Case 9.2.2). The entry turn is the earliest each unit may enter the game map. The *Prussian* player may decide to hold back the entry of *Prussian* forces until a later turn; they may even be held back the entire game, but once they start to enter, all will try to enter. Whenever they do enter, they try to enter at each entry location in the turn order specified below, turn 7 units first, then turn 8 units, etc.

Turn 7: Entry Point 3 *(to Chapelle-Saint-Lambert):* **Schwerin** IV [5-2-7].

Turn 8: Entry Point 3 *(to Chapelle-Saint-Lambert):* **Blücher** ***, **Watzdorf** IV [1-3-7], HA **Horse Arty** IV [3-2-6].

Turn 9: Entry Point 3 *(to Chapelle-Saint-Lambert):* **Bülow** IV, 15 X **Losthin** IV [6-1-4], 16 X **Hiller** IV [6-1-4], 12 Pd Arty IV [3-2-4], **Sydow** IV [3-1-6].

Turn 10: Entry Point 3 *(to Chapelle-Saint-Lambert):* 14 X **Funck** IV [7-1-4], 13 X **Hacke** IV [7-1-4], ooo Arty IV [5-1-4], **Sohr** II [3-2-7].

Turn 11: Entry Point 3 *(to Chapelle-Saint-Lambert):* ***Pirch**-I II, 5 X **Tippelskirch** II [6-2-4], 6 X **Krafft** II [5-2-4], oo **Rohl** II [2-1-4].

Turn 12: Entry Point 2 *(to Point du Jour):* **Zieten** I, **Treskow** I [3-3-7], 1 X **Steinmetz** I [5-2-4], HA **Horse Arty** I [3-2-6].

Turn 13: Entry Point 3 *(to Chapelle-Saint-Lambert):* 7 X **Brause** II [6-2-4], 8 X **Bose** II [6-2-4].

Turn 14: Entry Point 2 *(to Point du Jour):* 2 X ***Pirch**-II I [5-2-4], 12 Pd Arty I [2-2-4].

Turn 15: Entry Point 2 *(to Point du Jour):* 3 X **Jagow** I [6-2-4].

*Note: Pirch-I is the leader of the Prussian II Corps and Pirch-II is the leader of the 2nd Brigade in the Prussian I Corps.