



ALDO GHETTI PARIS POLI

WATERLOO™

Enemy Mistakes

BICENTENARY EDITION 1815-2015



STRATEGY GUIDE



SUMMARY

Official supplement for the board game **Waterloo Enemy Mistakes** by **Aldo Ghetti** and **Paris Poli**, published by **Pendragon Game Studio** and available in a limited edition (1.000 copies) in English and Italian.

Version 1.0.0

An electronic version for smartphones and tablets (Android and iOS) is available. Download it from the **Play Store** or the **App Store**.

We appreciate the help from players in indicating and report in detail any error. Sir Chester Cobblepot with the collaboration of eNigma.it is dedicated to updating regularly its products to ensure the best gaming experience. To report problems or suggestions, please visit our website or write us.

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INTRODUCTION

Just rules, NO strategies

Sir Chester Cobblepot rule books are real instruction manuals, where the rules are formulated in a dogmatic way.

Players who are not used to reading highly technical rule books may find them hard to understand at first, but they aren't: just change mental approach.

The rules, according to Sir Cobblepot, should not be "narrated", but should be explained like mathematical formulas.

Rules must be written with the same precision as legislators use for laws. There should be a single interpretation.

The rules must let the game work: after comprehending them perfectly, the player can use them to plan their strategies and apply the best tactics to each situation.

The rules should not be manipulated to convenience, to easily prevail on opponents who haven't read the manual.

Cobblepot rule books simply explain the players how to play the game without deliberately suggesting strategies or recommending actions.

The path to victory should be discovered: it is part of the players' entertainment, a right acquired by purchasing the game, that Cobblepot doesn't want to spoil.

Rules are created to enhance the skills and imagination of the players, not to guide them in playing on pre-determined track studied by the authors.

We like to think that in our games there isn't a single winning strategy nor one much more stronger than the others, otherwise, once discovered, game will be ruined and we would have failed in our mission.

We believe that every player should learn what HE CAN DO within the rules, not what is BETTER to do: that must be learnt while playing.

Learn how to make the best use of the resources at disposal is part of the experience, and it should not be defaced with strategic suggestions.

Learn, explore, take decisions and manage consequences.
Play, and most of all, have fun.

Can and May

Each rule book of a Cobblepot game uses specific glossaries thoughtfully designed for that single project.

Some terms are used in many games, so it's easier to approach a new game if you are familiar with them.

When a player CAN take a specific action, that means that he can evaluate it, then choose if he wants to take advantage of that opportunity or not.

Otherwise when an action MUST be performed, it means that the player has no choice and he has to do that exact action, peremptorily.

House rules

By owning a Cobblepot Game, you also own its rules, that you can manage as you like.

It's your right to introduce house rules, based on your taste and experience.

However, don't forget these can't be considered as official rules, since they are the rules divulged only by Cobblepot itself.

If you think your ideas are improvement that can be enjoyed by everyone, we encourage you to share them with us by writing to info@sirchestercobblepot.com, in order to inspire authors for future developments, expansions and additional rules.

Tips from the Authors



During the game, each time a player wants to execute a game action, he must declare it to the opposing players and obtain their permission to act after they have had a chance to verify the regularity of the action.

This is especially true for game actions involving the movement of components on the gameboard.

Each player should verify and check the correct execution of his opponents' actions. If a component does not have enough space to execute a game action, then that action CANNOT be executed.

If, after interpreting the rules and using common sense, players are in disagreement about how to proceed with the game, we suggest that they use chance to resolve the issue: the current player throws a die after calling "even number" or "odd number." The result of die then decides if the action is permissible and legitimate.

Keep in mind that these rules have been developed during the course of ten years of playing games and Napoleonic scenarios for large-dimensioned tables. Proper and necessary decisions have been made in order to adapt the rules to the requirement of a board game accessible even to the less experienced players, but a major effort has been made in order to not compromise the grandiosity of the military occurrence respectfully celebrated in this game.

Our work, however, does not end here and we are open to suggestions from other board game enthusiasts, in order to further improve our game. Do not hesitate to write your ideas to us at: info@sirchestercobblepot.com

Notes on sources

When choosing the names of the Generals and Towns, the authors decided to rely on certain historical sources of reference. It is possible then to find differences, as example, between the past and present day name of towns.

TURN SEQUENCE

Phase 1. Initiative

In this phase, **each player receives a number of markers from the reserve of his own color. To calculate this number, each player rolls 1 die and then adds the number of his General counters associated with an Army Corps** (therefore do not count General Ney), **still on the battlefield, to the result.**

In the first turn, the players will not compete for Initiative, because it is assigned, by Preparation, to the blue (French) player. Therefore, each player will place all of the markers, of his own color, in the Commander in Chief box, on the Command Table of his army.

From the second turn on, each player will compete to win Initiative: after receiving the markers of his own color, **each player will secretly choose a number of markers (not less than 1) to bet**, in order to win Initiative 1 (markers not used in the bet for Initiative will be *transformed* into Command points). Each player must individually bet without any prearrangement between allies.

Winning Initiative 1 allows the player to act first in the next two phases of the turn.

All the markers bet to compete for Initiative will be lost (and placed back in the reserve).

When all of the players are ready, they will show their secret bets. **The player revealing the highest number of markers in his bet will win the Initiative for his army.** He will receive Initiative marker 1 (gold) and become the first player to act during this turn. **He also receives, as a reward, two extra markers** from his own reserve to add to the markers that he did not bet. If the black (Prussian) army is on the battlefield, the player with the second highest bet will then receive Initiative marker 2 (silver) and **1 extra marker from his own reserve.** He will be the second player to act in this turn.

Phase 2. Bombardment

Following the order of Initiative, the players can execute bombardment, with all Artillery Units on Foot, unfastened, and without a Smoke token. Once all of the players have had this opportunity this phase ends and they move to the next.

The current player may choose a target of bombardment, for each unfastened Artillery Unit on Foot in his army. The target must be an enemy Unit in its *line of fire* (even partially). The *line of fire* is placed in *contact* with the *front* of the Artillery Unit, making sure to not alter the position of the counter on the battlefield. Units marked with a Smoke token or that occupy an enemy area of *engagement* CANNOT execute a bombardment. *Unattached* Generals or *unattached* Commanders in Chief CANNOT be targets of bombardment.

The player must roll **2 dice: modifiers (see table) to the final result of the bombardment will be applied ONLY if the unmodified result of the roll is higher than 5.** Apply the effects listed in the Bombardment effects table according to the final result of the bombardment.

Phase 3. Execution

This phase, compared to the others, is very complex, pay attention!

The Execution phase is composed of 5 subphases: **3.1 Assign, 3.2 Issue Orders, 3.3 Maneuver, 3.4 Combat, 3.5 End of Turn.** During each subphase, every player acts in order of Initiative, as current players. Once all players have acted in a subphase, the subphase ends and a new one begins. This process is repeated until the turn ends and a new turn begins.

Subphase 3.1 Assign

The current player may assign the markers of his own color, on the Command Table, from the Commander in Chief, to the Generals of his own army. The player will move the markers in the related box. These markers can then be *transformed* into Command points as needed. **It is not possible to assign more than 2 markers per General.** At the end of turn, **each General CANNOT keep more than 4 markers on their related box on the Command Table.**

Each marker placed in the Command Table can be *transformed* into 1 Command point.

Each General may *generate* other Command points, but because these *generated* Command points CANNOT be saved from one turn to the next, they are not represented with markers. The Commander in Chief does NOT *generate* Command points.

Command points (*transformed* and/or *generated*) are used to pay the General's (*attached* or *unattached*, or the *attached* Commander's in Chief) cost of issuing Orders to the Formations or Units of his own Army Corps during battle.

After the current player completes the assignment of the markers of his own color on the Command Table, he may then move the General and Commander in Chief counters, on the battlefield. He can move these counters up to 2 Units of Measurement in any direction and may *attach* them to a Unit.

Subphase 3.2 Issue Order

The current player chooses, in any order, whether a General will issue Orders. Each General can issue any number of Orders to Formations in his Army Corps **or** to the Formation to which the General is *attached* (exception: Units in *Recovery*, marked in orange, CANNOT receive Orders except RECOVER). Generals issue Orders by spending their available Command points (*generated* or *transformed*).

If the Command points are *generated* they can be used to issue Orders only to 1 Formation. ★★★★★ Generals are the exception because they can spend their *generated* Command points to issue Orders to more than 1 Formation in their Army Corps. When spending *transformed* Command points, the markers are removed from the Command Table and placed in the reserve.

In this subphase it is not possible to issue more than 1 Order to each Formation.

There are 4 types of Orders: PUT IN MOVEMENT, KEEP IN MOVEMENT, RECOVER, REDEPLOY. The General must spend 1 added Command point to issue Orders to a Formation, if all of

its Units are NOT **visible**. A Unit is NOT **visible** if the General's line of sight crosses a Hills, Wood, or **Planchenois** Town, unless the Unit is on that terrain.

Once a player has issued all of his Orders, then play moves on, in the order of Initiative, to the next player until the end of this subphase.

Subphase 3.3 Manouever

In order of Initiative, each player can execute **maneuvers** with every Formation IN MOVEMENT (marked in green). These Formations can execute 1 of the following types of **maneuvers**: **Advance**, **Fall Back 1**, or **Charge**. Once a player has executed all of his maneuvers, play moves on, in the order of Initiative, to the next player until the end of this subphase. If a Formation executes a **maneuver**, all of its Units must then act in the same way **or** the Formation must be **split** in two. No **maneuver**, besides **Charge**, can occupy an enemy area of **engagement**, unless the enemy Unit is already in **contact** with enemy Units **or** unless the area of **engagement** of the enemy Unit is already occupied by enemy Units NOT in **contact** with friendly Units.

If two Formations belonging to the same Army Corps end a **maneuver** in **contact**, from the next turn on, these Formations can be considered **united**.

Subphase 3.4 Combat

Combat starts if enemy Units are in **contact**. The current player decides the sequence of combat resolutions. During combat, the Unit belonging to the Formation IN MOVEMENT (marked in green) is **the attacker and the adversary is the defender**.

A Unit can start only in 1 combat per turn.

Combat is composed of 5 sequential steps: **Attack**, **Counterattack**, **Attack Reinforcements**, **Defense Reinforcements**, **Result**). Once a player has resolved this combat subphase, then play moves on, in the order of Initiative, to the next player until the end of this subphase.

A. Attack: *melee* ensues.

B. Counterattack: if allowed, the defensive player can choose to *melee* a second time with a temporary inversion of roles (from defender to attacker).

C. Attack Reinforcements: in this step, it is possible to generate a third *melee* opportunity. This happens when the attacking player's Formations without an orange marker (except the Formation of the Unit that started the combat, unless it was already in **contact** at the start of this step) have their area of **engagement** occupied by one of the Units of the defending Formation involved in the combat. If the above condition is satisfied then the attacking Formations may **Charge** (even without a green marker) the defending Unit.

D. Defense Reinforcements: in this step, it is possible to generate a last *melee* opportunity. This happens when the defending player's Formations without an orange marker (except the Formation of the Unit that started the combat, unless it was already in **contact** at the start of this step) have their area of **engagement** occupied by one of the Units of the attacking Formation involved in the combat. If the above condition is satisfied then the defending Formations may **Charge** (even without a green marker) the attacking Unit.

E. Result: verify the result of the combat. All Formations participating in the combat (even if in **support**) receive 2 orange markers.

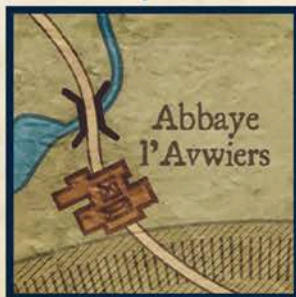
Subphase 3.5 End of Turn

In this subphase, in sequence:

- **Routed** (2 yellow markers) Units are **eliminated**;
 - Remove 1 **orange marker** from each Formation that has them;
 - Remove the **Smoke token** from each Artillery that has one;
 - Remove **all of the markers** stored in the Commander in Chief box on the Command Table;
 - Remove the **extra markers** from Generals that store more than 4 markers on their Command Table box (put them in reserve). Remove also the **blue markers from General Ney** box on the Command Table (if General Ney is in play according to the optional rule);
 - All enemy Units still in **contact** must be **split**.
- Advance the counter in the turn tracker and a new turn begins.

GLOSSARY AND RECORDS

Abbaye l'Avwiers



Abbaye l'Avwiers is a Town controlled by the blue (French) army.

Adjacent



Adjacent is a status of the Units.

Adjacent friendly Units in **contact** on their **flanks** composes a Formation.

The number of Units that are adjacent determines the **front width** of a Formation.

The REDEPLOY Order is the easiest way to organize Units tiles and counters to be adjacent in Formation. It's hard to complete a **maneuver** adjacent on the **flank** of another Unit.

Advance

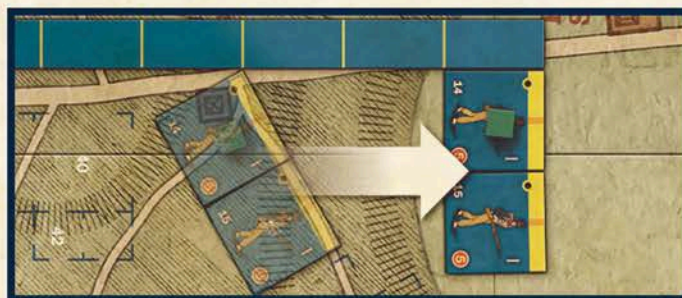
Advance is a **maneuver** that allows movement of Formations IN MOVEMENT (marked in green), on the battlefield. The movement is in the direction of the **front** with possible changes in orientation.

The number (for example **Advance 1**) indicates the maximum number of Units of Measurement and is determined by the **front width**.

Formations composed of ONLY Light Cavalry Units can **Advance +1** (1 extra Unit of Measurement).

Once the Formation meets an enemy area of **engagement** it CANNOT **Advance** further.

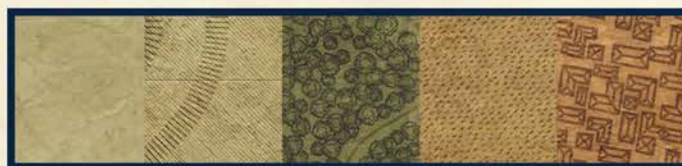
To execute the **maneuver**, the current player calculates the **Advance** number of the Formation IN MOVEMENT (for example **Advance 1**).



The current player must place his ruler of measurement on the **flank** of any Unit of the Formation, he can rotate the ruler pivoting on the corner of the **front** that is opposite the direction of the **maneuver**.

Once the direction is set, he moves up to the Formation the maximum distance with the **flank** of the Unit sliding along the ruler. Once the **maneuver** is completed, the player CANNOT modify it or repeat it.

Area Terrain



Area terrain is one of the two categories of terrain.

Area terrain gives modifiers to bombardment, combat and **maneuvers**. The modifiers depend on the position of the Unit in respect to the terrain. The **combat modifiers** of the **area** terrain are applied to Units that are **entirely** placed inside that type of terrain. The **maneuver modifiers** of the **area** terrain are applied to all of the Formations that are moving across it, even partially.

Area terrains are: Grass, Hills, Wood, Farm Field, and Town.

Army

Every player is assigned a **color**: **blue**, **red**, or **black**. **Blue** represents the French Army, **red**, the English, and **black**, the Prussian.

If there are only **two players**, the red player also controls the black Prussian army, starting from turn **VIII** on. If there are **three players**, each one plays as their own color. The red (English) and black (Prussian) players are allied against the blue (French) player.

Armies are composed of a **Commander in Chief** (represented by the **N** blue, **W** red, and **B** black counters), **Generals** (also represented by counters) that command their appropriate **Army Corps** made of **Formations** composed of **Units** (represented by tiles and counters).

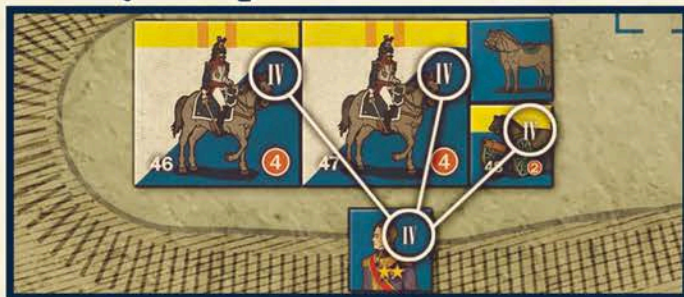
Blue Army (French - Armée du Nord): Commander in Chief: **N** - Napoleon; Generals: **G0** - Drouot, **I** - D'Erlon, **II** - Reille, **VI** - Lobau, **III** - Kellermann, **IV** - Milhaud, Ney; Army Corps: **G0**, **I**, **II**, **VI**, **III**, **IV**; Units: Infantry: **FD1 1, 2, 3, 4, 5, 6, 14, 15, 16, 17, 18, 19, 20, 21, 25, 26, 27, 28, 29, 30, 31, 36, 37, 38** - Cavalry: Light **12, 22, 32, 33, 40, 41**, Medium

11, 43, 44, Heavy 10, 45, 46, 47 - Artillery: on Foot **7, 8, 9, 13, 23, 24, 34, 35, 39, Horse 42, 48.**

Red Army (English - Septième Coalition): Commander in Chief: **W** - Wellington; Generals: **I** - Orange, **II** - Hill, **R** - Picton, **CC** - Uxbridge; Army Corps: **I, II, R, CC**; Units: Infantry: **FD0 2, 5, 24, 25, 26; FD1 1, 3, 4, 10, 11, 12, 13, 14, 15, 16, 18, 19, 20, 21, 22; FD2 8, 9** - Cavalry: Light **27, 31, 32, 33, 34, 35, 37, 38, Medium 30, 36, Heavy 29** - Artillery: on Foot **6, 7, 17, 23, 28, Horse 39, 40** - Garrisons: **II, III.**

Black Army (Prussian - Armée du Bas-Rhin): Commander in Chief: **B** - Blücher; Generals: **I** - Ziethen, **II** - Pirch, **IV** - Bülow; Army Corps: **I, II, IV**; Units: Infantry: **FD0 2, 3, 8, 10, 22, 23; FD1 1, 7, 9, 11, 12, 16, 17, 18, 19, 20, 21, 24** - Cavalry: Light **4, 13, 26, 28, 29, 30, 31, Medium 5, 14** - Artillery: on Foot **6, 15, 25, 26, Horse 32.**

Army Corps



An **Army Corps** is composed of a certain number of Units, connected by the same initial of the commanding General assigned.

The Formations in an Army Corps, during the battle, follow only the Orders **issued** by their own General, except under special circumstances: for the blue (French) army General **Ney** **attached**; for all the Armies the Commander in Chief **attached**.

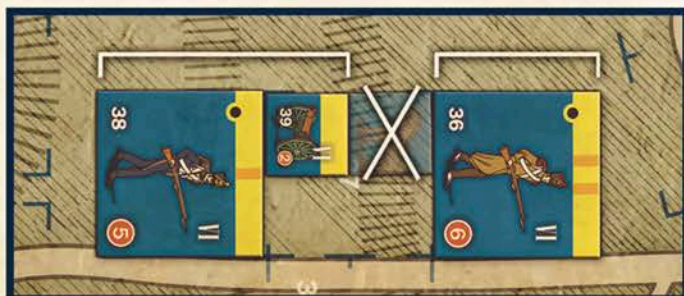
The blue (French) army has **six** Army Corps; the red (English) army has **four** Army Corps; the black (Prussian) army has **three** Army Corps.

Artillery



Artillery is one of the three types of Units. To represent Artillery Units, there are 15 mm square counters with the cannon figure. There are two different type of Artillery: Artillery on Foot and Horse Artillery.

Artillery Units NOT in Formation with Infantry and/or Cavalry CANNOT execute the **Charge maneuver**.



If the Artillery Unit fastened to the Horse Team is the **contact** element between two adjacent Units, then unfastening the Horse

Team without executing the Order REDEPLOY may **split** the Formation.

Artillery on Foot



Artillery on Foot is one of the two different type of Artillery. They are represented by the cannon figure.

Artillery Units on Foot can **unfasten the Horse Team** only if they did NOT fasten the Horse Team **or** if they did NOT execute any **maneuver** during the turn.

Assign



Assign is an action you can perform during subphase 3.1 with the same name to move markers of your color on the Command Table.

The current player may assign the markers of his own color, on the Command Table, from the Commander in Chief, to the Generals of his own army. The player will move the markers in the related box. These markers can then be **transformed** into Command points as needed. **It is not possible to assign more than 2 markers per General.** At the end of turn, **each General CANNOT keep more than 4 markers on their related box on the Command Table.**

Each marker placed in the Command Table can be **transformed** into 1 Command point.

Each General may **generate** other Command points, but because these **generated** Command points CANNOT be saved from one turn to the next, they are not represented with markers.

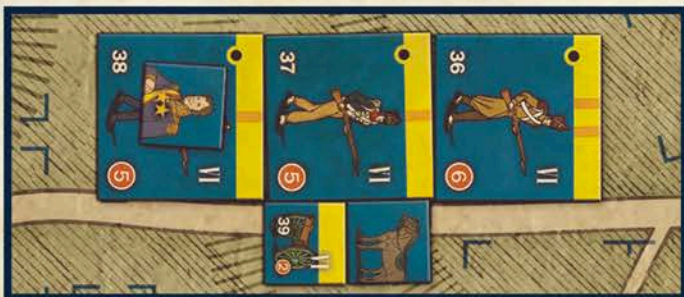
The **generated** Command points CANNOT be split to issue Orders to more than one Formation of his own Army Corps (except ★★★★★ Generals).

Command points (**transformed** and/or **generated**) are used to pay the General's (**attached or unattached, or the attached** Commander's in Chief) cost of issuing Orders to the Formations or Units of his own Army Corps during battle.

After the current player completes the assignment of the markers of his own color on the Command Table, he may then move the General and Commander in Chief counters, on the battlefield. He can move these counters up to 2 Units of Measurement in any direction and may **attach** them to a Unit.

Attach

Attaching is an action you can perform during phase 3.1 **Assign** in order to **attach** a General **or** Commander in Chief counters (**or** General **Ney** of the blue – French – army) to a Unit in its Army Corps. He can move these counters up to 2 Units of Measurement in any direction and may **attach** them to a Unit.



In order to **attach** a General to a Unit in its Army Corps, you must place his counter on top of that Unit tile or counter. When **attaching** it, the General CANNOT move more than 2 Units of Measurement. When **attaching** the Commander in Chief, follow the same rules as when **attaching** Generals.

A Formation can have only 1 General (or the Commander in Chief) **attached** to it. Each Unit that is in the Formation with the Unit that has an **attached** General will use his combat modifiers. Whenever an **attached** General participate in combat, all markers – of its color – stored in his box of the Command Table, are removed and placed in reserve.

If a Unit is moved in a space occupied by a General (or Commander in Chief) counter of its army, the General is then **attached** if the Unit belongs to his Army Corp (the Commander in Chief will ALWAYS **attach**). Otherwise, the counter must be moved the **least distance necessary** to occupy a free space.

If the Unit, to which a General is **attached**, takes Damage due to bombardment or participate in combat, then its controlling player **must roll 2 dice, taking into account the modifiers below**. If the **modified result is 3 or less** the **attached General** is then **eliminated** and, in the next turn, must be substituted.

Battlefield



The **battlefield** is represented on the game board.

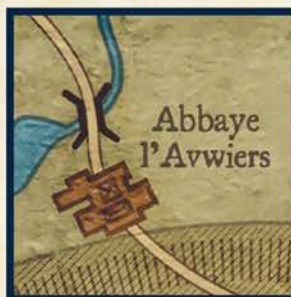
The turn track, the Command Tables, the colored sides (short and long) are not part of the battlefield: if an Unit touches, even partially, any of the above elements then it is **out of field**.

The **battlefield** on the game board is composed of two

categories of terrain: **area** or **linear**. Grouped under these categories are different types of terrain, each one with specific characteristics that affect the battle.

The varied types of terrain in the battlefield are indicated on the game board by different colored fillings with clearly defined borders. If tiles and counters touch the border of a type of terrain then the Unit or Formation is also considered to be on that terrain.

Belle Alliance



Belle Alliance is a Town controlled by the blue (French) army and it is an historical objective.

Belle Alliance adds to the tally, Victory points in the following scenarios: **Complete Historical Scenario** and **Scenario with Free Deployment Advanced Three Player Version**.

Blücher



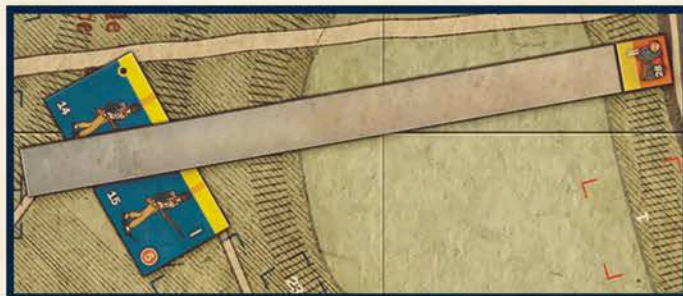
Blücher is the Commander in Chief of the black (Prussian) army. On the battlefield, he is represented by the **B** counter.

If the Commander in Chief, **Blücher (B)**, of the black (Prussian) army is removed from the battlefield, then the black player, each turn during phase **1 Initiative**, CANNOT roll the die to obtain the markers of his own color (he obtains, in any case, the markers guaranteed by the modifier for each General still on the battlefield).

Bombardment

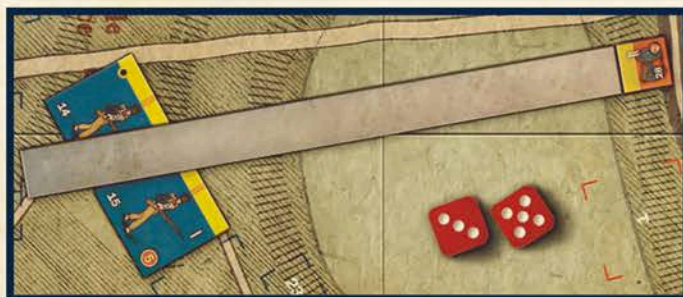
Bombardment is the second phase of the turn.

Following the order of Initiative, the players can execute bombardment, with all Artillery Units on Foot, unfastened, and without a Smoke token. Once all of the players have had this opportunity this phase ends and they move to the next.



To execute bombardment, the current player may choose an unfastened Artillery Unit on Foot in his Army to target an enemy Unit in its **line of fire** (even partially).

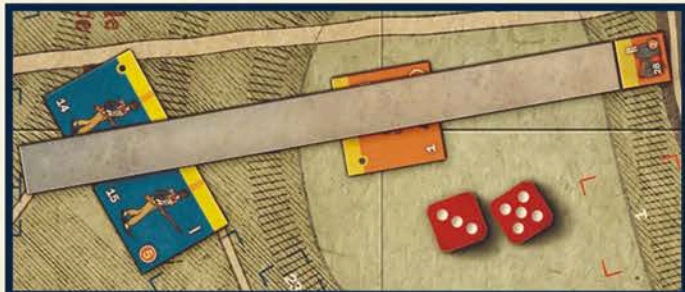
Units marked with a Smoke token or that occupy an enemy area of **engagement** CANNOT execute a bombardment.



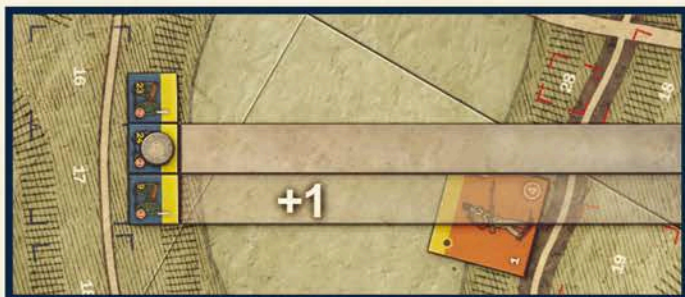
The **line of fire** is placed in contact with the **front** of the Artillery Unit, making sure to not alter the position of the counter on the battlefield.

The player must roll **2 dice: modifiers** (see table) to the **final result of the bombardment** will be applied **only if the unmodified result of the roll is higher than 5**. Apply the effects listed in the Bombardment effects table according to the final result of the bombardment.

Unfastened Artillery Units on Foot that share the same bombardment target can **support** another Unit's bombardment as opposed to executing their own.

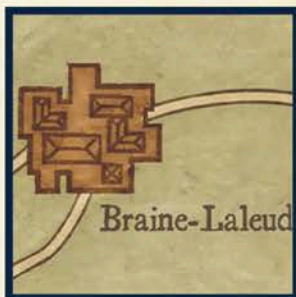


When executing a bombardment, Artillery Units that are entirely inside a Hills may ignore Units (friendly **or** enemy) that cross their **line of fire**.



Until Units **23, 24**, and **9** of the blue (French) army are in Formation together, they represent the **Grand Battery** under the command of General **D'Erlon** (I). It follows special rules: when a Unit from the Grand Battery executes a bombardment, adjacent Artillery Units on Foot that share the same bombardment target can **support** without receiving Smoke tokens.

Braine-Laleud



Braine-Laleud is a Town controlled by the red (English) army.

Braine-Laleud adds to the tally, Victory points 🏆 in the following scenarios: **Free Scenario Advanced Version** and **Scenario with Free Deployment Advanced Three Player Version**.

Bridge



Bridge is a **linear** terrain. The two Torrents on the battlefield are crossed by Bridges.

Maneuver modifiers: Along with the other terrain rules, only Formations with a **front** width of 1 can perform **maneuvers** across a Bridge. Units in a Formation that executes a **Charge maneuver** across the Bridge are temporarily

Shaken (they **DO NOT** receive a yellow marker) and **CANNOT** give **support** to the ensuing combat.

Bülow



Bülow is the General assigned to the **IV** Army Corps of the black (Prussian) army. On the battlefield, he is represented by the **IV** counter.

General **Bülow** commands Prussian Units **16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32**.

General **Bülow** may **generate** 1 Command point.

Capture

A Unit **or** General that is **captured** must be immediately removed from the battlefield. They are put away separately because, in the tally at the end of the game, the value of Victory points 🏆 of the **captured** pieces **will be doubled**.



If an **unattached** General (**or** Commander in Chief) is the target of a combat, his controlling player **must roll 1 die, taking into account the modifiers below**. If the **modified result is 1 or less the General is captured** and, in the next turn, must be substituted; if a Commander in Chief (except **Blücher**) is **captured** then the game ends. Otherwise, the counter can be moved up to 2 Units of Measurement.

Cavalry

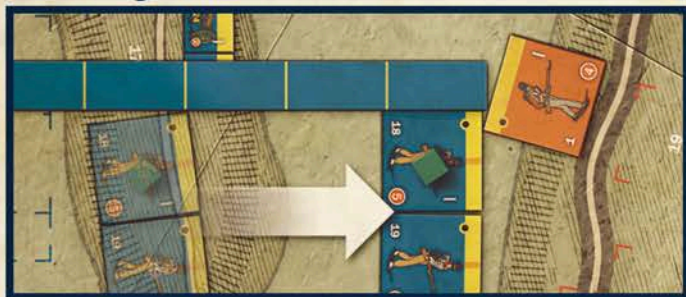


Cavalry is one of the three types of Units. A tile represents a number between 800 and 1.200 horse soldiers. The tiles' background has a two color diagonal pattern. The top half is white and the bottom half is the color of the army (white/blue, white/red or white/black).

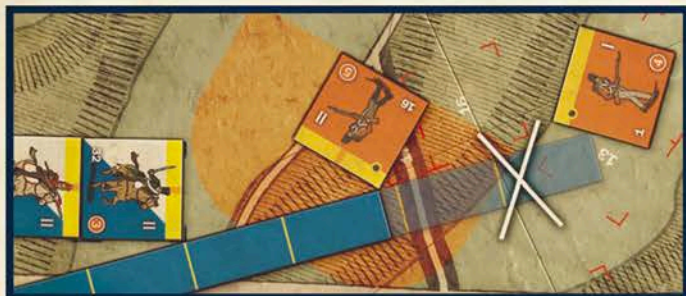


The posture of the horse and its rider indicates the type of Cavalry: Light, Medium **or** Heavy.

Charge



Charge is the only *maneuver* that allows the movement of Formations, on the battlefield, to bring them in *contact* with the enemy. The movement is in the direction of the *front*, with possible changes in orientation.



The number (for example **Charge 1**) indicates the maximum number of Units of Measurement that a Unit can move, in order to get in *contact* with an enemy Unit. The Unit that executes the **Charge maneuver** must get in *contact* with the enemy Unit whose area of *engagement* was the first to be occupied.

Units CANNOT **Charge** enemy Units of a Formation which already has Units in *contact* with enemy Units.

When a Unit is **Charged**, remove the green marker from its Formation. All Command points stored on the Command Table of its General are lost as well.

If the attacker executes a **Charge maneuver** (except **Charge 0**) he gains a +1 modifier in combat.

Charge against Artillery

Charge against Artillery is a specific condition of the *Charge maneuver*.



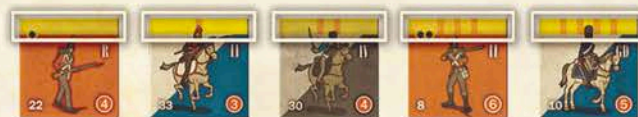
When an enemy Unit executes a **Charge** against a **fastened** Artillery Unit, then:

- if it is an Artillery Unit on Foot it may **Withdraw 1**;
- if it is an Artillery Horse Unit it may **Withdraw 2**. In any case, if the attacking enemy Unit can complete the *maneuver* and stays in *contact* with the Artillery Unit, the Artillery Unit is then **captured**.



When an enemy Unit executes a **Charge** against an **unfastened** Artillery Unit, then its player can defend its Artillery Unit with an Infantry **or** Cavalry Unit in the same Formation by switching the position of the pieces without altering the *front* and the orientation. The defended Artillery Unit must stay in Formation with the defending Unit and it can give **support**. Otherwise the Artillery Unit is **captured**.

Class



Class is a characteristic of all Units, represented by orange symbols on the *front* of tiles and counters.

Class can be a modifier for *melee*, Result of Combat, and Pursuit.

The higher the number of orange symbol, the better the class: **Recruits**, no symbols; **Regulars** 1 symbol; **Veterans**, 2 symbols; **Elite**, 3 symbols; **Guard**, 4 symbols.

Color



Each color has a specific meaning.

Blue: the blue components are the Army set of the blue French army.

Red: the red components are the Army set of the red English army. Losses tokens are an exception.

Black: the black components are the Army set of the black Prussian army.

Green: Formation marked in green are IN MOVEMENTS.

Orange: Formation marked in orange are in *Recovery*.

Yellow: Units with a yellow marker are *Shaken*; if the Unit receives a second yellow marker its *Routed*.

White: the wooden Turn counter and the Turn are white.

Columned



Units can be **columned** together. Units that are in **contact front/rear** are columned. The number of Unit tiles and counters that are columned together determines a Formation's depth.

If a bombardment targets a Unit in column with 1 or more Units, the bombardment gains a +1 modifier.

Combat

During the subphase **3.4 Combat**, Units in **contact** through the **front** of the attacking Unit resolve the **melee**.

The current player decides the sequence of combat resolutions.

During combat, the Unit belonging to the Formation IN MOVEMENT (marked in green) is **the attacker and the adversary is the defender**.

A Unit can start only in 1 combat per turn.

Combat is composed of 5 sequential steps.



A. Attack: *melee* ensues.



B. Counterattack: if allowed, the defensive player can choose to **melee** a second time with a temporary inversion of roles (from defender to attacker).



C. Attack Reinforcements: in this step, it is possible to generate a third **melee** opportunity. This happens when the attacking player's Formations without an orange marker (except the Formation of the Unit that started the combat, unless it was already in **contact** at the start of this step) have their area of **engagement** occupied by one of the Units of the defending Formation involved in the combat. If the above condition is satisfied then the attacking Formations may **Charge** (even without a green marker) the defending Unit.

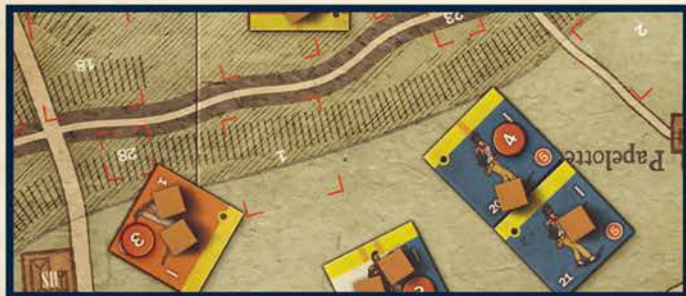


D. Defense Reinforcements: in this step, it is possible to generate a last **melee** opportunity. This happens when the defending player's Formations without an orange marker (except the Formation of the Unit that started the combat, unless it was already in **contact** at the start of this step) have their area of **engagement** occupied by one of the Units of the attacking Formation involved in the combat.

If the above condition is satisfied then the defending Formations may **Charge** (even without a green marker) the attacking Unit.



E. Result: verify the result of the combat. All Formations participating in the combat (even if in *support*) receive 2 orange markers.



Command



Command points are used to pay the General's cost of issuing Orders to the Formations **or** Units of his own Army Corps during battle.

Each marker placed in the Command Table can be *transformed* into 1 Command point and each General may *generate* other Command points.

Command Table



Each army has its Command Table on the game board to store the markers of its color. Put the markers, not used during Initiative, in the Commander in Chief box (**Napoleon**, **Wellington** and **Blücher**). During the subphase **3.1 Assign**, the markers may be moved into the Generals' boxes in order to be *transformed* into Command points.

If a Unit touches, even partially, the Command Table then it is *out of field*.

Commander in Chief



Each army possesses one **Commander in Chief**: **Napoleon** (N) for the blue (French) army, **Wellington** (W) for the red (English) and **Blücher** (B) for the black (Prussian) army. In this game, the Commanders in Chief are represented on the game board, in the **Command Table** of each army, and on the battlefield as **square counters** with **15 mm** sides.

The Commander in Chief does NOT have his own Army Corps but can *attach* himself to any Formation in his army. At the end of each turn, the unused markers of each color by the Commander in Chief in the Command Table are removed and are returned to the player's reserve.

If the Commander in Chief, **Blücher** (B), of the black (Prussian) army is removed from the battlefield, then the black player, each turn during phase **1 Initiative**, CANNOT roll the die to obtain the markers of his own color (he obtains, in any case, the markers guaranteed by the modifier for each General still on the battlefield).

In the **Complete Historical Scenario**, if the **Napoleon** counter (N) is removed from the battlefield, the game ends and the red player is the winner. If the **Wellington** counter (W) is removed from the battlefield, the game ends and the blue player is the winner.

Contact



Contact is a Unit status. Enemy Units in contact resolve the *melee*. Friendly Units in *contact* can be a Formation.



If two Formations belonging to the same Army Corps end a *maneuver* in *contact*, from the next turn on, these Formations can be considered **united**.

If the *melee* Units are in *contact* exactly on the corner of the tile **or** counter then the defensive player decides the sides (*front*/ *flank or flank/rear*).

During the phase **3.5 End of Turn** all enemy Units still in *contact* must be *split*.

Counter



Counters are components used to represent Artillery Units, Horse Team, Garrisons, Generals, Commander in Chief, and Flags. They are 15 mm square counters (half a side of a tile). Their background is the color of its army (blue, red or black).

D'Erlon



D'Erlon is the General assigned to the I Army Corps of the blue (French) army. On the battlefield, he is represented by the I counter.

General **D'Erlon** commands French Units **9, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24**.

General **D'Erlon** may *generate* 1 Command point.

Units **23, 24** and **9** represent the Grand Battery following special rules.

Damage

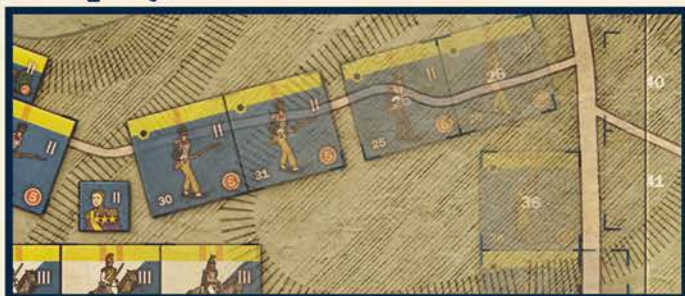
Damage is an effect that a Unit can suffer as per the effect of bombardment **or** combat.

Damage force players to roll dice that may result in Losses.

Every time that a Unit suffers Damage as per the effect of bombardment, its controlling player must roll 1 die. **ONLY** if he **rolls a 1 or 2** will he suffer **1 Loss**. The Loss is indicated with the proper token placed on the tile **or** counter. If a Unit's capacity to sustain Losses is reduced to zero, that Unit is *eliminated*.

Each player that participated in the *melee* must **roll 1 die for each enemy Unit participating in the melee**. Each **1 or 2** will result in a **Loss** for his own Units participating in the combat. The controlling player can distribute the Losses between the Units with the following limitations: the Unit that started the combat **CANNOT** suffer fewer Losses than the other friendly Units and Units **CANNOT** suffer more Losses than their capacity to sustain Losses. If a Unit's capacity to sustain Losses is reduced to zero, it is *eliminated*.

Deployment



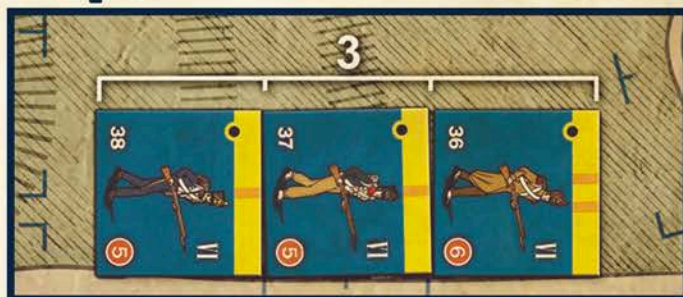
In the **deployment** areas the players must place their army tiles and counters.

The blue (French) army and the red (English) army have appropriate spaces indicated on the game board corresponding to the number and orientation of their pieces. During game preparation, players place there their Units.



The black (Prussian) army has a deployment area that extends from the entrance sections on the black side marked by black tracts. This area is used by the black (Prussian) player to deploy his pieces starting from turn **VIII**. All the Formations deployed in thi area will receive a green marker.

Depth



The number of Unit tiles and counters that are **columned** together, and are in **contact**, determines a Formation's **depth**. The depth **DOES NOT** modify the Formation's ability to **Advance** and **Charge**.

The depth modifies the Formation's ability to **Withdraw**: if the Unit must **Withdraw** and is in **contact** with a friendly Unit (up to depth 2), both Units must **Withdraw 1**; if the Unit must **Withdraw** and is in **contact** with friendly Units (depth 3+), the first 2 Units from the *melee front* are **Shaken** (they receive a yellow marker if they don't already have one). In both cases, if Units in **contact** with friendly Units of other Formations must **Withdraw**, calculate the cumulative depth of the Formation even if the *front* of all of the Units is not oriented in the same direction and even if the Formations are **NOT** considered united.

Dice



Each Army set includes two **dice** of the appropriate color. They are standard six-sided dice that can obtain 1 to 6 results.

Drouot



Drouot is the General assigned to the 60 Army Corps of the blue (French) army. On the battlefield, he is represented by the 60 counter. General **Drouot** commands French Units **1, 2, 3, 4, 5, 6, 7, 8, 10, 11, 12, 13**.

General **Drouot** may *generate* 1 Command point.

Elimination

Elimination is an effect that immediately removes Units **or** Generals from the battlefield. Once a Unit in a Formation is *eliminated*, the other friendly Units in the same column become *Shaken* (they will receive 1 yellow marker if they don't already have one).

Eliminated Units will be tallied up at the end of the game by the value of their Victory points 🏆.

Elite

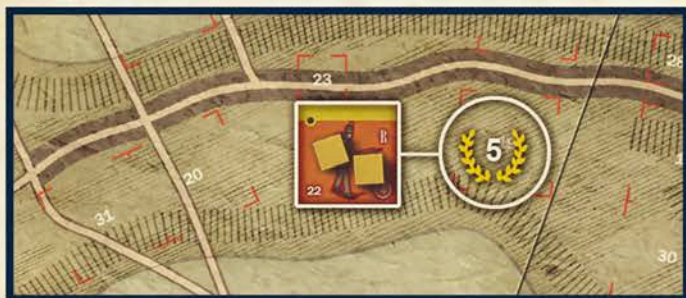


Elite is a class of the Unit indicated in the *front* with 3 orange symbols.

Elite Units have: +1 modifier in combat; +1/-1 (as the player wants) to the Pursuit.

End of Turn

End of Turn is the 3.5 subphase, the last one of the turn. In this subphase, in sequence.



- **Routed** (2 yellow markers) Units are *eliminated*;
- Remove **1 orange marker** from each Formation that has them;
- Remove the **Smoke token** from each Artillery that has one;



- Remove **all of the markers** stored in the Commander in Chief box on the Command Table; Remove the **extra markers** from Generals that store more than 4 markers on their Command Table box (put them in reserve). Remove also the **blue markers** from General Ney box on the Command Table (if General Ney is in play according to the optional rule);



- All enemy Units still in *contact* must be *split*. Advance the counter in the turn tracker and a new turn begins.

Engagement



Each Unit has an area of **engagement** consisting of 1 Unit of Measurement along the arc formed by the *front* and the two *flanks* of the tile or counter.

A Unit of a Formation that does NOT execute a **Charge maneuver** CANNOT occupy an enemy area of **engagement**, unless the enemy Unit is already in *contact* with enemy Units **or** unless the area of **engagement** of the enemy Unit is already occupied by enemy Units NOT in *contact* with friendly Units.

If a Unit has an enemy Unit that is at the limit of its area of **engagement** (its distance is exactly 1 Unit of Measurement) then its area of **engagement** is considered occupied, but it does not force the Unit to execute a **Charge**.

Artillery Units can give **support** if their area of **engagement** is occupied by the enemy Unit.

Entrance

In the beginning of turn VIII of the Complete Historical Scenario, the black (Prussian) player must roll 1 die: if the result is 5 or 6 the player must execute the **entrance** into the battlefield. Otherwise, he must repeat the procedure in every subsequent turn whilst lowering the valid result by 1 (for example: 4, 5, or 6 on the second try, 3, 4, 5 or 6 on the third, etc...).

When the black (Prussian) army obtains the entrance into the battlefield, its player must deploy Commander in Chief **Blücher** (II) and General **Bülow** (IV) with his Army Corps on the battlefield. He can freely organize his Formations as long they each have at least one Unit in *contact* with entrance section III. He can choose to **attach** the General **or** the Commander in Chief. All the Formations deployed will receive a green marker.

At the start of the **subsequent turn** the black player must deploy General **Pirch** (II) with his Army Corps in the same way, with Formations in *contact* with entrance section II.

The same operation is repeated on the **subsequent turn**

with General **Ziethen** (I) and his Army Corps in *contact* with entrance section I.

After entering the battlefield, the black army follows the normal rules.

Execute Maneuver

During subphase **3.3 Maneuver**, in order of Initiative, each player can **execute maneuvers** with every Formation IN MOVEMENT (marked in green).

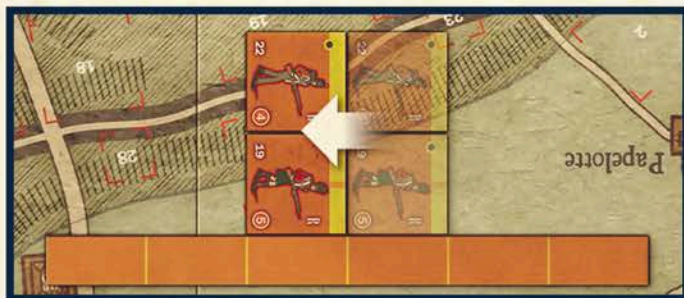
These Formations can execute 1 of the following types of *maneuvers*: **Advance**, **Fall Back 1**, or **Charge**. Once a player has executed all of his *maneuvers*, play moves on, in the order of Initiative, to the next player until the end of this subphase.

Execution

Execution is the third and last phase of the turn. **This phase, compared to the others, is very complex, pay attention!**

The Execution phase is composed of 5 subphases: **3.1 Assign**, **3.2 Issue Orders**, **3.3 Maneuver**, **3.4 Combat**, **3.5 End of Turn**. During each subphase, every player acts in order of Initiative, as current players. Once all players have acted in a subphase, the subphase ends and a new one begins. This process is repeated until the turn ends and a new turn begins.

Fall Back



Fall Back is a *maneuver* that allows the movement of Formations in the opposite direction of the *front*, without changing their orientation on the battlefield.

The number (for example **Fall Back 1**) indicates the maximum number of Units of Measurement. An Artillery Unit that must **Fall Back** must fasten the Horse Team.

If a Unit must **Fall Back**, but it CANNOT, because of any circumstance, it will instead suffer 1 Loss.

The player places his ruler of measurement on the *flank* of the Unit that must **Fall Back 1**. Once the direction is fixed he moves back the Formation by 1 Unit of Measurement.

Per Result of Combat can force Formation to immediately execute a **Fall Back maneuver** (even if NOT IN MOVEMENT). If the *maneuver* is **Fall Back 4** or more, the Units of the Formation are also **Shaken** and they receive 1 yellow marker (unless they already have one, in which case they suffer 1 Loss). 1 Unit (chosen by the player) per each Formation executing the **Fall Back maneuver** suffers 1 Loss.

Farm Field

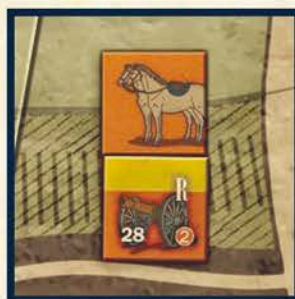


Farm Field is a type of *area* terrain on the west side of the battlefield.

Modifiers to bombardment and combat: +2 to Infantry Units in defense NOT IN MOVEMENT (without a green marker); -1 to Cavalry Units in *melee*.

Maneuver modifiers: the *maneuvers* executed across Farm Field, even partially, cannot surpass 2 Units of Measurement.

Fastened



An Artillery Unit **fastened** is represented by the counter of the Artillery Unit columned to the Horse Team counter.

A fastened Artillery Unit is NOT capable of bombarding or **supporting** in combat.

To fasten an Artillery Unit use a Horse Team counter that is out of the game. Some Artillery Units

are already fastened at the beginning of the game.

The Artillery Units receiving the Order PUT IN MOVEMENT must fasten their Horse Team.

Final Result

After all the modifier are applied to the result of the dice, you have the **final result** used to apply the effects.

Fire Discipline



Fire Discipline represents the ability to inflict Losses to the enemy by use of firearms.

This ability is an exclusive of Infantry Units: the posture of the soldier and the symbols indicates their Fire Discipline. It can be **normal** (soldier at ease, no symbol), **good** (marching soldier, 1 symbol) or **optimal** (shooting soldier, 2 symbols). The Fire Discipline value add a modifier if the *melee* is between Infantry Units.

Flag



The **Flag** of each army is represented on two 15 mm square counters. You can use them to randomly assign the control of the armies or for specific scenarios.

Formation



In this game, all of the Units on the battlefield are also defined as "Formations". A **Formation** is then composed of 1 or more Unit tiles and counters of the same Army Corps placed in **contact** (even by corners) with the **fronts** facing the same **direction**. Units in a Formation act together upon an Order **issued** by their General **or** by the **attached** Commander in Chief (**or**, only for the blue – French – army, by **attached** General Ney).


Players may organize their own Formations, as they like. Each Formation will have a **front width** value and a **depth** value.

The Formations of different Army Corps in **contact** are considered united, but each one must have its own orange **or** green markers. United Formations must calculate together their own **front** width and depth.

Frichermont



Frichermont is a Town controlled by the red (English) army.

Frichermont adds to the tally, Victory points  in the following scenarios: **Free Scenario Advanced Version** and **Scenario with Free Deployment Advanced Three Player Version**.

Front



Front is a yellow band on tiles or counters that indicates the orientation and express the Unit's ability of bombardment and combat.

The **front** indicates the class of the Unit: **Guard** (4 orange symbols), **Elite** (3 orange symbols), **Veterans** (2 orange symbols), **Regulars** (1 orange

symbol) or **Recruits** (no orange symbols).

Game Board



The **game board** is a components in two parts that represents the battlefield.

Varied types of terrain in the battlefield are indicated on the game board by different colored fillings with clearly defined borders.

If tiles and counters touch the border of a type of terrain then the

Unit or Formation is also considered to be on that terrain.

Each army has its Command Table on the game board to store the markers of its color. Put the markers, not used during Initiative, in the Commander in Chief box (**Napoleon**, **Wellington** and **Blücher**). During the subphase **3.1 Assign**, the markers may be moved into the Generals' boxes in order to be **transformed** into Command points.

The turn track, the Command Tables, the colored sides (short and long) are not part of the battlefield: if an Unit touches, even partially, any of the above elements then it is **out of field**.

the part of the game board that extends from the entrance sections on the black side, forms a deployment area (in a darker shade) marked by black tracts. This area is used by the black (Prussian) player to deploy his pieces following the entrance procedure of its army.

Garrison



The garrisons are represented in game by the red Garrison counters **Hougoumont** (II) and **Haye Sainte** (IIS).

Garrisons DO NOT follow the rules of other Units. Garrisons are represented by square (15x15 mm) counters but they are NOT Artillery Units. They instead represent Infantry Units with **good** Fire Discipline and are of **Veteran** class.

The Garrison's combat ability and **engagement** area is expressed **through** ALL **sides** of the counter, even when enemy Units occupy its area of **engagement**. The **front** is marked ONLY to indicate the Unit class. Garrisons can NEVER be moved (ignore **Withdraw** **or** **Retreat** effects). Combats involving Garrisons ignore the Result of Combat phase. All of the enemy Formations still in **contact** with a Garrison at the end of the **melee** must **Withdraw** 1.

The **Hougoumont** Garrison (II) is **eliminated** if it is **Routed**, **Haye Sainte** (IIS) is **eliminated** if **Routed** or in **Retreat** as result of **melee** (if it is in **Retreat** as result of bombardment it receives only one yellow marker, unless it already has one).

General



In this game, the **Generals** are arranged together on the game board, in the Command Table of each army, and are represented on the battlefield by their related **square counters** with **15 mm** sides. The blue (French) army has 6 Generals plus General **Ney**; the red (English) army has 4 Generals; and the black (Prussian) army has 3 Generals.

Each General (except **Ney**) is assigned an initial that identifies him within his own army and affiliates him to the Units of his Army Corps.

Each General has a **rank**, indicated by the stars, which determines the ability to command and the number of **Command points** that he can **generate**. The **generated** Command points CANNOT be split to issue Orders to more than one Formation of his own Army Corps (except ★★★★★ Generals). Each General can ONLY issue Orders to Formations of his own Army Corps.

If a General is removed from the battlefield, his **Substitute** General enters the game. The **Substitute** Generals are printed on the back of the General counters (except General **Ney**).

General **Ney** is used as optional rule.

If a General is removed from the battlefield, his **Substitute** General enters the game. Generals removed from the battlefield adds Victory points 🏆 to the tally.

General counters associated with an Army Corps (therefore do NOT count General **Ney**), still on the battlefield provides a +1 modifier to the roll performed to calculate the number of markers received during phase **1. Initiative**.

Generate



Command points may be **generated**. All Generals (except General **Ney** of the blue – French - army) may **generate** Command points based on his rank: ★★★★★, 2 Command points that can be splitted to issue Orders to more than one Formation of his own Army Corps; ★★★, 2 Command points that CANNOT be splitted to issue Orders to more than one Formation of his own Army Corps; ★★, 1 Command point; ★, no Command points.

General **Ney** DOES NOT **generate** Command points and his Commander in Chief (N) must give him 2 blue markers every turn.

Grand Battery



Until Units **23, 24**, and **9** of the blue (French) army are in Formation together, they represent the **Grand Battery** under the command of General **D'Erlon** (I). It follows special rules: when a Unit from the Grand Battery executes a bombardment, adjacent Artillery Units on Foot that share the same bombardment target can **support** without receiving Smoke tokens.

General **D'Erlon** must issue a specific Order REDEPLOY (spending 2 Command points) just to the Formation of the Grand Battery, in respect to the other Formations of his Army Corps (I).

Grass



Grass is the most common **area** terrain on the battlefield.

It does NOT apply any modifiers.

Guard



Guard is the highest class of a Unit indicated in the **front** with 4 orange symbols.

If there is a Guard Unit among the Units involved in the **melee**, its controlling player can choose to reroll the die but the second result cannot be changed.

Guard Units have: +1 modifier in combat; -1 modifier to Result of Combat.

Guard Units removed from the battlefield add many Victory points 🏆 to the tally.

Initiative



Initiative decides who will act first in the next two phases of the turn. Players will compete for Initiative during phase **1. Initiative**. In this phase, **each player receives a number of markers from the reserve of his own color**. To calculate this

number, each player rolls 1 die and then adds the number of his General counters associated with an Army Corps (therefore do not count General Ney), still on the battlefield, to the result.

In the first turn, the players will not compete for Initiative, because it is assigned, by Preparation, to the blue (French) player. Therefore, each player will place all of the markers, of his own color, in the Commander in Chief box, on the Command Table of his army.

From the second turn on, each player will compete to win Initiative: after receiving the markers of his own color, each player will secretly choose a number of markers (not less than 1) to bet, in order to win Initiative 1 (markers not used in the bet for Initiative will be *transformed* into Command points). Each player must individually bet without any prearrangement between allies.

Winning Initiative 1 allows the player to act first in the next two phases of the turn.

All the markers bet to compete for Initiative will be lost (and placed back in the reserve).

When all of the players are ready, they will show their secret bets. The player revealing the highest number of markers in his bet will win the Initiative for his army. He will receive Initiative marker 1 (gold) and become the first player to act during this turn. He also receives, as a reward, two extra markers from his own reserve to add to the markers that he did not bet. If the black (Prussian) army is on the battlefield, the player with the second highest bet will then receive Initiative marker 2 (silver) and 1 extra marker from his own reserve. He will be the second player to act in this turn.

The two Initiative markers are acquired from the punched cardboard.

Hanotelet



Hanotelet is a Town controlled by the blue (French) army.

Hanotelet adds to the tally, Victory points ♫ in the following scenario: **Scenario with Free Deployment Advanced Three Player Version**.

Haye Sainte



Haye Sainte is a Town controlled by the red (English) army and it is an historical objective.

On **Haye Sainte** must be placed the **II** red (English) Garrison.

The **Haye Sainte (II)** Garrison is *eliminated* if *Routed* or in *Retreat* as result of *melee*. If it is in *Retreat* as result of bombardment it receives only one

yellow marker, unless it already has one.

In the **Complete Historical Scenario** *eliminating* the **Haye**

Sainte (II) Garrison add to the tally, 20 Victory points ♫ for the blue (French) army. If the red (English) army keeps the **Haye Sainte (II)** Garrison add to the tally, 20 Victory points ♫.

In the **Short Alternative Scenario** the sole control of this Town is the objective.

In the **Scenario with Free Deployment** do NOT deploy the Garrison counter but the sole control of **Haye Sainte** add to the tally, 10 Victory points ♫.

In the **Free Scenario Advanced Version** the sole control of **Haye Sainte** add to the tally, 5 Victory points ♫.

Heavy



Heavy is a type of Cavalry Units. Heavy Cavalry Units can be recognized by the walking horse.

Heavy Cavalry Unit gains a -1 die modifier to *capture* an *unattached* General.

Hill



Hill is the General assigned to the **II** Army Corps of the red (English) army. On the battlefield, he is represented by the **II** counter.

General **Hill** commands French Units **8, 9, 10, 11, 12, 13, 14, 15, 16, 17**.

General **Hill** may *generate* 2 Command points that can be spend for more than 1 Formation.

Hills



Hills are a common *area* terrain on the battlefield.

Hills in this area of Belgium are very gentle slopes.

Modifiers to bombardment and combat: +1 to Units in defense NOT IN MOVEMENT (without a green marker). It modifies the *line of fire*: when executing a bombardment,

Artillery Units that are entirely inside a Hills may ignore Units (friendly or enemy) that cross their *line of fire*.

Historical Objective

Historical objectives add Victory points ♫ to the tally.

If the historical objective is contested with the enemy, hence NOT exclusively achieved, it CANNOT be scored.

Historical objective and their Victory points ♫ can change between scenarios.

Hougoumont



Hougoumont is a Town controlled by the red (English) Army and it is an historical objective.

On **Hougoumont** must be placed the II red (English) Garrison.

The **Hougoumont** (II) Garrison is *eliminated* if *Routed*. If it is in *Retreat* as result of bombardment

it receives only one yellow marker, unless it already has one.

In the **Complete Historical Scenario** *eliminating* the **Hougoumont** (II) Garrison add to the tally, 30 Victory points ☺ for the blue (French) army. If the red (English) army keeps the **Hougoumont** (II) Garrison add to the tally, 30 Victory points ☺.

In the **Short Alternative Scenario** the sole control of this Town is the objective.

In the **Scenario with Free Deployment** do NOT deploy the Garrison counter but the sole control of **Hougoumont** add to the tally, 10 Victory points ☺.

In the **Free Scenario Advanced Version** the sole control of **Hougoumont** add to the tally, 10 Victory points ☺.

Horse Artillery



Horse Artillery is one of the two different types of Artillery. They are represented by the cannon figure

with the horses.

Artillery Horse Units CANNOT give *support* to the combat if they are fastened to the Horse Team **or** during a turn in which they both fastened and unfastened the Horse Team.

Artillery Horse Units of the black (Prussian) army CANNOT unfasten the Horse Team during a turn in which they fastened the Horse Team.

When an enemy Unit executes a *Charge* against a **fastened** Horse Artillery Unit, it may *Withdraw* 2.

In any case, if the attacking enemy Unit can complete the *maneuver* and stays in *contact* with the Artillery Unit, the Artillery Unit is then *captured*.

Horse Team



The **Horse Team** is represented by a 15 mm square counter. When a Horse Team is unfastened, it is

temporarily out of the game.

Horse Teams DONT have a *front* and so they DONT have an area of *engagement*. Artillery Units without their Horse Team counters are considered unfastened and they CANNOT execute *maneuvers*.

The Artillery Units must fasten their Horse Team when their Formation receive the Order PUT IN MOVEMENT.

At the end of subphase **3.3 Manouver**, Artillery Units may unfasten from the Horse Team following the limitations.

Infantry



Infantry is one of the three type of Units.

A tile represents a number of between 1.500 and 2.500 foot soldiers. The tiles are easily recognizable because their background is the color of its army (blue, red or black). The posture of the soldier and the symbol indicates their Fire Discipline, the ability to inflict losses to the enemy by use of firearms.

Issue

Issue Orders is an action Generals can do to any number of Formations in his Army Corps.

In subphase **3.2 Issue Orders**, the current player chooses, in any order, whether a General will issue Orders. Each General can issue any number of Orders to Formations in his Army Corps **or** to the Formation to which the General is *attached* (exception: Units in *Recovery*, marked in orange, CANNOT receive Orders except RECOVER). Generals issue Orders by spending their available Command points (*generated* or *transformed*). If the Command points are *generated* they can be used to issue Orders only to 1 Formation.

In this subphase it is NOT possible to issue more than 1 Order to each Formation.

When spending *transformed* Command points, the markers are removed from the Command Table and placed in the reserve.

There are 4 types of Orders: PUT IN MOVEMENT, KEEP IN MOVEMENT, RECOVER, REDEPLOY. The General must spend 1 added Command point to issue Orders to a Formation, if all of its Units are NOT *visible*.

At the end of the subphase **3.2 Issue**, remove all of the green markers from all of the Formations that did not receive the Orders PUT IN MOVEMENT **or** KEEP IN MOVEMENT.

Keep in Movement

Keep in Movement is an Order that a General can issue to **any 1 Formation of his Army Corps already marked in green**: to issue this Order, the General must spend 1 Command point. If a Formation with a green marker from the previous turn does not receive this Order, then it will lose the green marker at the end of subphase **3.2 Issue Orders**. Consequently, the Formation CANNOT execute *maneuvers*.

At the end of the subphase **3.2 Issue**, remove all of the green markers from all of the Formations that did NOT receive the Orders PUT IN MOVEMENT **or** KEEP IN MOVEMENT.

Kellermann

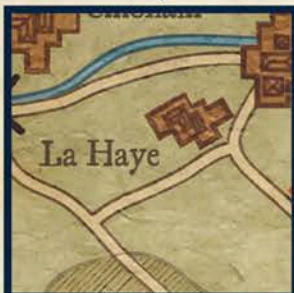


Kellermann is the General assigned to the III Army Corps of the blue (French) army. On the battlefield, he is represented by the III counter.

General **Kellermann** commands French Units **43, 44, 45**.

General **Kellermann** may *generate* 2 Command points.

La Haye



La Haye is a Town controlled by the red (English) army.

Light

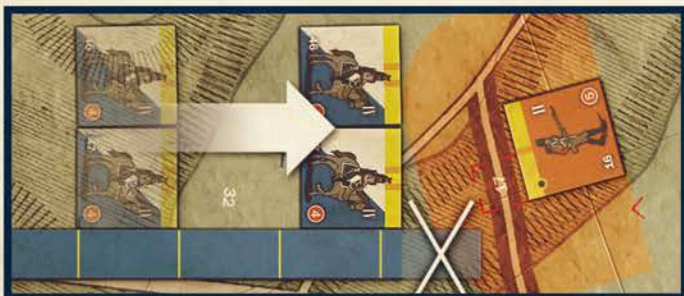


Light is a type of Cavalry Units. Light Cavalry Units can be recognized by the charging horseman.

Formations composed of ONLY Light Cavalry Units can *Advance +1* (1 extra Unit of Measurement).

Light Cavalry Unit gains a -2 die modifier to *capture* an *unattached* General.

Limit



The **limit** of an area of *engagement* is exactly 1 Unit of Measurement. Once the Formation meets the limit of an enemy area of *engagement* it CANNOT *Advance* further.

Charge is the only *maneuver* that allows to occupy an enemy area of *engagement*.

If a Unit has an enemy Unit that is at the limit of its area of *engagement* then its area of *engagement* is considered occupied, but it does not force the Unit to execute a *Charge*.

Line of Fire



The **line of fire** is the area in *front* of a Artillery Unit represented by the gray ruler, (on the back of each ruler of measurement) which length is a maximum distance of 180 mm.

The **line of fire** is placed in contact with the *front* of the Artillery Unit, making sure to not alter the position of the counter on the battlefield.

Any Unit touched by the **line of fire** can be a target of bombardment. A **line of fire** is interrupted before its maximum distance of 180 mm if all its width is occupied by a Unit **or** a Sunken Road, Hills, Wood, or **Planchenois** Town, unless the target Unit is on that terrain.

When executing a bombardment, Artillery Units that are entirely inside Hills may ignore Units (friendly **or** enemy) that cross their **line of fire**.

Linear Terrain



Linear terrain is one of the two categories of terrain.

The **bombardment and combat modifiers** of *linear* terrain are applied to Units in defense that are NOT IN MOVEMENT (without a green marker). The tile **or** counter must be in *contact* with the terrain element and the bombardment or combat *front* must touch, even partially, the terrain element. The **maneuver modifiers** of the *linear* terrain are applied to all of the Formations that are moving across, even partially.

Linear terrains are: Road, Sunken Road, Torrent, and Bridge.

Lobau



Lobau is the General assigned to the VI Army Corps of the blue (French) army. On the battlefield, he is represented by the VI counter.

General **Lobau** commands French Units **36, 37, 38, 39, 40, 41, 42**.

General **Lobau** may *generate* 1 Command point.

Losses



All Units have a **losses** value, the white number in the red circle in the bottom-right angle of tiles and counters. The Loss

are indicated with the proper token placed on the tile or counter.

Losses are suffered per the effect of Damages **or** for specific effects (for example the bombardment).

If a Unit's capacity to sustain Losses is reduced to zero, that Unit is **eliminated**.

Maison du Roi



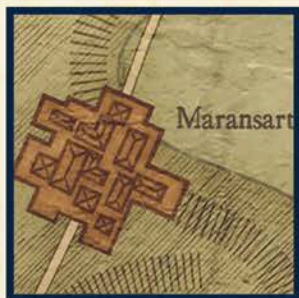
Maison du Roi is a Town controlled by the blue (French) army.

Maneuver


Maneuver is an action that allows movements of Formations on the battlefield. In order of Initiative, each player can execute **maneuvers** with every Formation IN MOVEMENT (marked in green). These Formations can execute 1 of the following types of **maneuvers**: **Advance**, **Fall Back 1**, or **Charge**. Once a player has executed all of his maneuvers, play moves on, in the order of Initiative, to the next player until the end of this subphase.

If a Formation executes a **maneuver**, all of its Units must then act in the same way **or** the Formation must be **split** in two. **NO maneuver**, besides **Charge**, can occupy an enemy area of **engagement**, unless the enemy Unit is already in **contact** with enemy Units **or** unless the area of **engagement** of the enemy Unit is already occupied by enemy Units NOT in **contact** with friendly Units.

Maransart



Maransart is a Town controlled by the blue (French) army.

Maransart adds to the tally, Victory points  in the following scenario: **Scenario with Free Deployment Advanced Three Player Version**.

Marker



Markers are wooden cubes in different colors representing different functions. Blue, red and black markers are used by players to compete for Initiative, to assign them on the Command Table from the Commander in Chief to the Generals of his own army to **transform** into Command points.

During the battle, tiles and counters are marked with colored

pieces (green, orange and yellow), placed clearly on top of Units **or** Formations. Each color represents a different status.

Green: Formations marked in green are IN MOVEMENT and are therefore capable of performing **maneuvers**; a Formation receives the green marker when its General (or the **attached** Commander in Chief) issues the Order PUT IN MOVEMENT.

Orange: Formations marked in orange are **in Recovery** and CANNOT follow Orders (beside RECOVERY) nor can they execute **maneuvers**; 1 orange marker must be removed at the end of the turn. If a Formation receives an orange marker, then remove the green marker, if present. A Formation receives two orange markers as per the effect of combat.

Yellow: Units with a yellow marker are **Shaken**. In order to remove 1 yellow marker the General (or the **attached** Commander in Chief) must issue the Order RECOVERY; if the Unit receives a second yellow marker it's **Routed** and, at the end of the turn, is **eliminated**. Units may receive a yellow marker as a result of many effects in the game.

In subphase 3.5 **End of Turn** are removed: **Routed** (2 yellow markers) Units are **eliminated**; **1 orange marker** from each Formation that has them; **all of the markers** stored in the Commander in Chief box on the Command Table; the **extra markers** from Generals that store more than 4 markers on their Command Table box (put them in reserve); **blue markers from General Ney** box on the Command Table (if General Ney is in play according to the optional rule).

Medium



Medium is a type of Cavalry Units. Medium Cavalry Units can be recognized by the trotting horse.

Medium Cavalry Unit gains a -1 die modifier to **capture** an **unattached** General.

Melee

Melee is an action ensued during combat. Resolve the **melee** through the **front** of the attacking Unit in **contact** (even just a corner) with an enemy Unit.

If the **melee** Units are in **contact** exactly on the corner of the tile or counter then the defensive player decides the sides (**front/flank or flank/rear**).

If the number of the attacking Units in **contact** is more than 1, the Unit that will start the combat must be the one with most **contact** length measured along the **front** (the attacking player chooses the Unit, if the **contact** length is even).

Both players, participating in the **melee**, roll 1 die and apply the proper die modifiers to the die result in order to obtain the final result. If 1 of the Units involved in the **melee** is a Guard, its controlling player can choose to reroll the die but the second result cannot be changed.

Compare the results of the players. **The player with the lower result calculates the difference between the results and applies the melee effects** (no effects are applied if the results

are the same). Each player that participated in the *melee* must roll 1 die for each enemy Unit participating in the *melee* to suffer Damages.

Merbe-Braine



Merbe-Braine is a Town controlled by the red (English) army.

Merbe-Braine adds to the tally, Victory points 🏆 in the following scenarios: **Free Scenario Advanced Version** and **Scenario with Free Deployment Advanced Three Player Version**.

Milhaud



Milhaud is the General assigned to the IV Army Corps of the blue (French) army. On the battlefield, he is represented by the IV counter.

General **Milhaud** commands French Units **46, 47, 48**.

General **Milhaud** may *generate* 1 Command point.

Mixed



A Formation is **mixed** if it is composed of Infantry and Cavalry Units together (regardless of Artillery Units).

Generals must spend another +1 Command point to issue Order PUT IN MOVEMENT to **mixed** Formation.

The General must spend another +1 Command point if he wants to REDEPLOY **mixed** Formations.

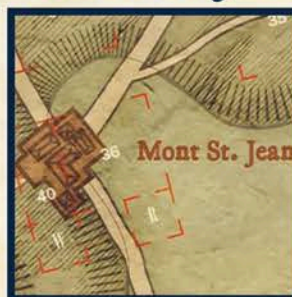
Mixed Formations are strong in *melee*: +1 if a Infantry Units is in *melee* with the *support* of a Cavalry Unit, NOT **Shaken**, against a Cavalry Unit; +2 if a Infantry Units is in *melee* with the *support* of a Cavalry Unit, NOT **Shaken**, against a Infantry Unit; +1 if a Cavalry Unit is in *melee* with the *support* of an Infantry Unit, NOT **Shaken**.

Modifier

Modifiers are bonus/malus applied to dice results after the roll. Each situation has specific modifiers listed in the charts of the rule book. After the result is modified, you have the final result.

Bombardment, combat and *maneuver* have many modifiers.

Mont St. Jean



Mont St. Jean is a Town controlled by the red (English) army and it is an historical objective.

Mont St. Jean adds to the tally, Victory points 🏆 in the following scenario: **Complete Historical Scenario**.

Move Out of Sequence

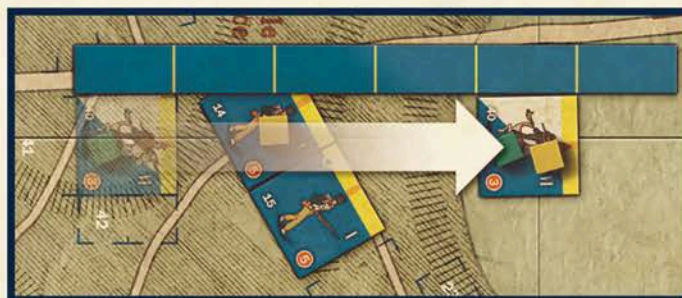
The **Move Out of Sequence** is a special action allowing a player to move his Formations anticipating *maneuvers* of other players with better Initiative.

The cost is 4 Command points for each Unit that “moves out of sequence” (the modifiers, due to the position and *visibility* between the General and the Unit, must be applied).

By paying this cost, the Units that “move out of sequence” can execute the Order REDEPLOY or they can execute any *maneuver*.

Moving Through

Moving Through is a specific condition you can have during an action. A Formation, during a *maneuver*, can move through friendly Units, as long as these Units are not part of a Formation IN MOVEMENT (marked in green).



A Unit becomes **Shaken** if it moves through a **Shaken** Unit. Likewise, if a **Shaken** Unit moves through a Unit, they will become **Shaken** as well (the Units will receive a yellow marker unless they have one already).

Napoleon



Napoleon is the Commander in Chief of the blue (French) army. On the battlefield, he is represented by the N counter.

If the **Napoleon** counter (N) is removed from the battlefield, the game ends and the red player is the winner.

Ney



Ney is a General of the blue (French) army. Introduce General **Ney** in the blue (French) army if you have experienced players, starting from point 3 of the Game Preparation, *attaching* him to Unit **38** in the Formation with Units **36, 37, and 39**.

He DOES NOT have his own Army Corps so his counter has

no initials. He DOES NOT *generate* Command points and his Commander in Chief (N) **must give him 2 blue markers every turn**. He can be *attached* to any Formation of the blue (French) army, except those of Army Corps (G). The Formation, that General **Ney** is *attached* to, CANNOT receive Orders from the General of that Army Corps. During the End of Turn subphase 3.5, all of the blue markers kept by General **Ney**, in the box of the Command Table, must be removed.

If General **Ney** is removed from the battlefield, a **Substitute General** DOES NOT replace him. His Commander in Chief (N), every turn, must lose the 2 blue markers that he would have assigned to **Ney**.

If General **Ney** is not introduced into the game, do not use his counter and ignore his related box in the Command Table.

Number

The **number** indicates the maximum number of Units of Measurement that the Formation is allowed to move through a *maneuver* (for example *Charge 1*).

Orange



Orange is the General assigned to the I Army Corps of the red (English) army. On the battlefield, he is represented by the I counter. General **Orange** commands English Units **1, 2, 3, 4, 5, 6, 7**.

General **Orange** CANNOT *generate* Command points.

Order

There are 4 types of **Orders**: PUT IN MOVEMENT, KEEP IN MOVEMENT, RECOVER, REDEPLOY.

Each General can issue any number of Orders to Formations in his Army Corps **or** to the Formation to which the General is *attached*. Generals issue Orders by spending their available Command points (*generated or transformed*).

Orientation



Orientation is the direction indicated by the *front*.

Formations are composed of Unit tiles in *contact* with the *fronts* facing the same direction.

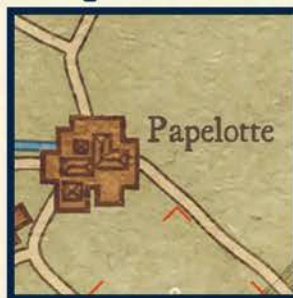
It's NOT possible to change orientation aside for specific *maneuver or* REDEPLOY Order.

Out of Field



A tile or counter that comes out of the battlefield, even partially, is considered *out of field* and must be immediately removed. They are put away separately because, in the tally at the end of the game, the value of Victory points ♫ of the *out of field* pieces **will be halved (rounded down)**.

Papelotte



Papelotte is a Town controlled by the red (English) army.

Papelotte adds to the tally, Victory points ♫ in the following scenarios: **Free Scenario Advanced Version** and **Scenario with Free Deployment Advanced Three Player Version**.

Picton



Picton is the General assigned to the R Army Corps of the red (English) army. On the battlefield, he is represented by the R counter.

General **Picton** commands English Units **18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28**.

General **Picton** may *generate* 2 Command points.

Pirch



Pirch is the General assigned to the II Army Corps of the black (Prussian) army. On the battlefield, he is represented by the II counter.

General **Pirch** commands Prussian Units **7, 8, 9, 10, 11, 12, 13, 14, 15**.

General **Pirch** may *generate* 1 Command point.

Planchenois

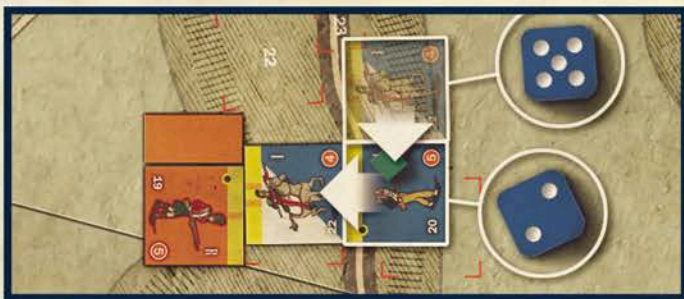


Planchenois is a Town controlled by the blue (French) army and it is an historical objective.

Planchenois adds to the tally, Victory points ♫ in the following scenarios: **Complete Historical Scenario** and **Scenario with Free Deployment Advanced Three Player Version**.

Pursuit

Pursuit is a *melee* effect resolved by executing the *Charge maneuver* against the enemy Unit in *Withdraw*.



Units can obtain the Pursuit opportunity as a *melee* effect. The player must decide from among **the type of Units that participated in the *melee*** (except Artillery Units) and roll 1 die, applying any possible modifiers. If the final result, is 5 or 6 all the Units of that type must resolve the Pursuit by executing the *Charge maneuver* (no green marker needed) against the enemy Unit in *Withdraw* **or**, if this is not possible, against an enemy Unit in Formation:

- **Infantry Units:** must execute a *Charge 1 maneuver*, except against Cavalry Units.
- **Cavalry Units:** may move additional Units of Measurement along one of the *flanks* and they must execute a *Charge 2 maneuver*, freely moving through friendly Units in Formation.

If necessary, following the same procedure, the player must roll 1 die a second time for the other type of Units. Units of Formations in *Recovery* (marked in orange) cannot resolve a Pursuit.

If the Unit is still in contact with the enemy Unit that executed a *Withdraw* after the *melee*, then the Pursuit opportunity against this Unit resolves in an automatic success.

If the Pursuit is resolved, that player will be the attacker in the next step of combat (and the adversary is the defender).

Put in Movement

Put in Movement is an Order that a General can issue to **any 1 Formation of his Army Corps**: to issue the Order PUT IN MOVEMENT the General must spend 1 Command point, plus 1 added point for each Unit of the Formation. With a cumulative cost of 5 Command points, the General can issue the Order PUT IN MOVEMENT to a Formation of any number of Units. If the Formation is *mixed* (composed of Infantry and Cavalry), the General must then spend another 1 Command point. The Formation receiving the Order PUT IN MOVEMENT is marked in green. The Artillery Units in the Formation must fasten their Horse Team. A Formation PUT IN MOVEMENT (without a green marker) may be *split* into two parts.

One part may receive the Order PUT IN MOVEMENT, spending the related Command points, the other part remains stationary (without a green marker). *United* Formations, belonging to different Army Corps, must be *split* if they don't receive the Order PUT IN MOVEMENT from each associated General. At the end of the subphase 3.2 *Issue*, remove all of the green markers from all of the Formations that did not receive the Orders PUT IN MOVEMENT **or** KEEP IN MOVEMENT.

Recover

Recover is an Order that a General can issue to any 1 *Shaken Unit* (marked in yellow) of **any one Formation of his Army Corps** (even Units in *Recovery*): to issue this Order the General must spend 2 Command points for each *Shaken Unit* of the Formation he wants to RECOVER. The yellow marker is removed from these Units.

Recovery

Recovery is a negative status indicated by one or two orange markers, received has per the effect of combat. Formations in *Recovery* CANNOT follow Orders (beside RECOVERY) nor can they execute *maneuvers*.

1 orange marker must be removed during subphase 3.5 *End of Turn*.

If a Formation receives an orange marker, then remove the green marker, if present.

Recruits



Recruits is the worst class of Units, including conscripts and with no orange symbols in the *front*.

Recruits Units have a -1 modifier in *melee* and a -1 modifier during Pursuits.

Redeploy



Redeploy is an Order that a General can issue to **any number of Formations of his Army Corps**: to issue this Order, the General must spend 2 Command points. The General must spend another 1 Command point if he wants to REDEPLOY *mixed* Formations (composed of Infantry and Cavalry).

Units executing the Order REDEPLOY can move up to 2 Units of Measurement in any direction, ignoring any terrain restriction.

The Formations CANNOT REDEPLOY towards the enemy, meaning – that as effect of this Order – Units cannot be placed closer to the enemy than the closest Unit of the Formation was, before executing the Order.

The Order REDEPLOY allows the Units to modify the orientation of their *front*.

Artillery Units on Foot can execute the Order REDEPLOY ONLY if they do NOT have the Smoke token.

Remove the green marker (if there is one) from a Formation that (even only a part of it) has executed the Order REDEPLOY.

After executing the order REDEPLOY, the number and composition of Formations can change.

General D'Erlon must issue a specific Order REDEPLOY (spending 2 Command points) just to the Formation of the Grand Battery, in respect to the other Formations of his Army Corps (I).

Regulars



Regulars is a standard class of Units with 1 orange symbol in the *front*.

Reille



Reille is the General assigned to the II Army Corps of the blue (French) army. On the battlefield, he is represented by the II counter.

General **Reille** commands French Units **25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35**.

General **Reille** may *generate* 2 Command points.

Result

The actual **result** of the dice, before being modified, is referred to as result.

Result of Combat

During step E. of the subphase **3.4 Combat** the **Result of Combat** is verified.

Each player **rolls 1 die** for each Formation participating in the combat and then **chooses 1 of the obtained results**. After applying the possible die modifiers, the player with the **highest final result** (or the current player if it is a draw) **subtracts the final result of the other player**.

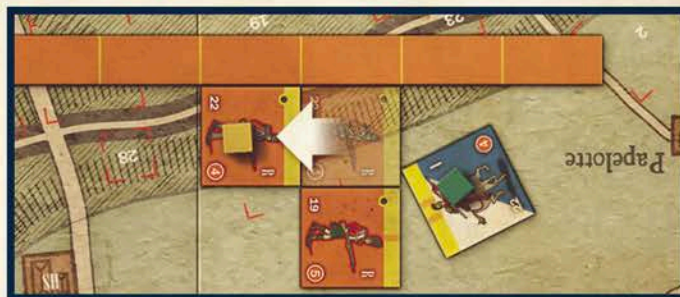
The number resulting from the subtraction must be **halved** (rounded up) and applied to a **Fall Back maneuver** that must be immediately executed by all of the player's Formations (even NOT IN MOVEMENT) that participated in the combat. If the **maneuver** is **Fall Back 4** or more, the Units of the Formation are also **Shaken** and they receive 1 yellow marker (unless they already have one, in which case they suffer 1 Loss). 1 Unit (chosen by the player) per each Formation executing the **Fall Back maneuver** suffers 1 Loss.

Then all the Formations that participated in the combat must receive 2 orange markers.

Artillery Units that participated in the combat must fasten the Horse Team.

If an **attached** General (or Commander in Chief) was in the Formation, then its player **must roll 2 dice to determine if the General (or Commander in Chief) is eliminated**.

Retreat



Retreat is an effect forcing an Infantry **or** Cavalry Unit to **Withdraw 1** and receive a yellow marker. If it is an Artillery Unit, it is then **captured**. A Unit must **Retreat** for bombardment **or** *melee* effects.

Road



Road is the most common *linear* terrain on the battlefield.

Maneuver modifiers: the Formations with *front* width of 1 which **start a maneuver** in **contact** with a Road do not suffer limitations from other types of terrain (except the Bridge) for as long as they are in the Road.

Roll

Many situations force players to **roll** dice. The **result** of the dice can be changed by modifiers to obtain the **final result**.

Generally players must roll 1 die, but sometimes (for example bombardment **or** *elimination* of an **attached** General) they must roll 2 dice at the same time.

We suggest you to avoid rolling dice on the game board that may result in modifying the position of the components accidentally. You can use the box base as holder for your dice.

Routed



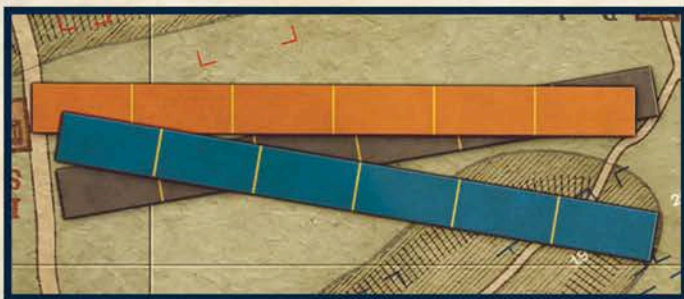
When a Unit has 2 yellow markers it is **Routed**.

A **Routed** Unit must **Withdraw 2**, if it CANNOT, the Unit is **captured**.

The Order RECOVERY cannot be issued to **Routed** Units. A **Routed** Unit is **eliminated** during subphase **3.5 End of Turn**.

A Unit is **Routed** for bombardment **or** *melee* effects **or** if it receives a second yellow marker for any effect.

Ruler



Each Army set includes a **ruler** of the appropriate color to measure and execute *maneuvers*. The length of the ruler is 180 mm and it is 15 mm width. The colored side is divided in six Units of Measurement, and on the back it shows the *line of fire* in grey.

Scenarios

If you want to play a different game using the same components, you can play different scenarios.

Complete Historical Scenario: to replicate the historical events of the battle, for 2/3 players.

Short Alternative Scenario: a faster game where the Prussian army never arrives, for 2 players.

Free Scenario: to customize your battle, for 2/3 players.

Scenario Ready for Three Players: a game starting with all armies deployed.

Scenario with Free Deployment: for 2/3 experienced players.

Promo Scenario: an App exclusive.

Shaken



Shaken is an important status for Units represented by yellow markers.

Shaken Units have 1 yellow marker and suffer many penalties.

In order to remove 1 yellow marker the General (or the *attached* Commander in Chief) must issue the Order RECOVERY.

A *Shaken* Unit has a -1 modifier in

melee but it becomes -2 if it is a *Shaken* Infantry Unit attacked by a Cavalry Unit. If the Unit receives a second yellow marker it's *Routed*.

Side

The game board has four colored **sides** in the same colors assigned to armies. The colored sides (short and long) are NOT part of the battlefield: if an Unit touches, even partially, any of the above elements then it is *out of field*.

Smohain



Smohain is a Town controlled by the red (English) army.

Smohain adds to the tally, Victory points 🏆 in the following scenario: **Free Scenario Advanced Version**.

Smoke



Smoke tokens are used to mark Artillery Units that have executed **or supported** the bombardment.

Units marked with a Smoke token CANNOT execute **or support** a bombardment.

Smoke tokens are removed during a step of subphase 3.5 **End of Turn**.



To mark a Unit with a Smoke token you can place it on the counter of that Unit or in front of it as long as it clearly shows which Unit is marked.

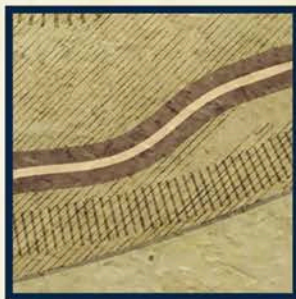
Substitute



If a General is removed from the battlefield, his **Substitute** General enters the game.

At the end of Initiative phase 1, the players, who had Generals removed from the battlefield, must determine, in order of Initiative, the Substitute Generals. The player **rolls a die and if the obtained result is 5 or 6, he must place the Substitute General counter within two Units of Measurement from any Unit in his Army Corp**. With any other die result, the related Army Corps remains without command during the turn. If a substitution attempt fails, it will be repeated each subsequent turn lowering the valid results by 1 (for example: 4, 5, or 6 on the second try, 3, 4, 5 or 6 on the third, etc...). The characteristics of all **Substitute** Generals are: **rank** ★ and **generated Command points** 0 (zero). These are also printed on the counter, whilst the values of the related Command Table must be ignored for the rest of the battle.

Sunken Road

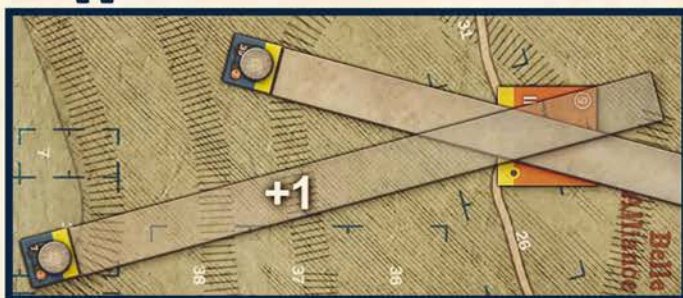


Sunken Road is a *linear* terrain on the battlefield distinguishing some Roads on Hills.

Modifiers to bombardment and combat: A Sunken Road block the bombardment *line of fire*.

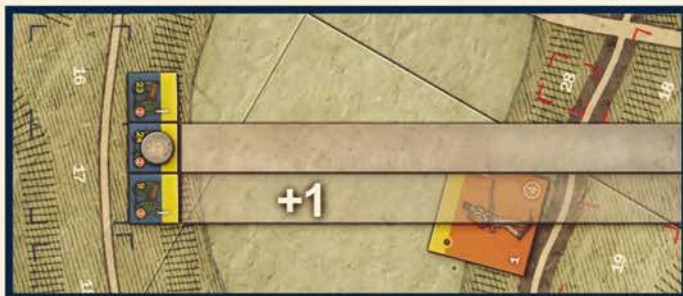
Maneuver modifiers: *maneuvers* across a Sunken Road are reduced by 1 Unit of Measurement.

Support



Unfastened Artillery Units on Foot that share the same bombardment target can **support** another Unit's bombardment as opposed to executing their own. For each friendly Artillery Unit in **support** gain a +1 modifier to the result.

Supporting Units receive a Smoke token as they have executed the bombardment.



When a Unit from the Grand Battery executes a bombardment, adjacent Artillery Units on Foot that share the same bombardment target can **support** without receiving Smoke tokens.



In order to give **support**, a Unit must be in Formation and in **contact** (even just a corner) with the Unit that is participating in the *melee*. Giving **support** is the same as participating in the *melee*.

A Unit CANNOT give **support** if it has an enemy Unit within 1 Unit of Measurement from its *front* or if it is in **contact** with enemy Units.

Artillery Units can give **support** if their area of *engagement* is occupied by the enemy Unit.

Each Unit of the same type in **support** grants a +1 modifier (max +2). Each Artillery Unit in **support** grants another +1 modifier.

Split

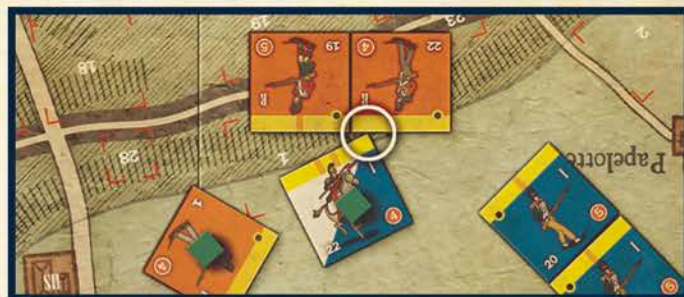
A Formation may be **split** in two parts when executing PUT IN MOVEMENT Orders **or** *maneuvers*.



When a Formation is **split**, the Formations are divided at their **contact** point by the distance equal to the width of the ruler of measurement. If a Formation is **split** while executing the Order PUT IN MOVEMENT **or** a *maneuver*, then one part of the Formation keeps the green marker whilst the other part remains stationary (without a green marker)

When a Formation is **split** because of any other game effect, the orange **or** green markers must be placed on both newly formed Formations.

Start the Combat



Enemy Units in **contact** start a combat.

To start a combat the Formation should execute a **Charge maneuver** to get one of its Unit in **contact** with the enemy Unit.

A Unit can start only 1 combat per turn.

Terrain

The battlefield on the game board is composed of two categories of **terrain**: *area* **or** *linear*. Grouped under these categories are different types of terrain, each one with specific characteristics that affect the battle.

The varied types of terrain in the battlefield are indicated on the game board by different colored fillings with clearly defined borders. If tiles and counters touch the border of a type of terrain then the Unit or Formation is also considered to be on that terrain.

Tile



Tiles are components used to represent Infantry and Cavalry Units. They are 30 mm square tiles.

The background of Infantry Units is the color of its army (blue, red or black). The background of Cavalry Units has two color diagonal pattern (white/blue, white/red or white/black).

Token



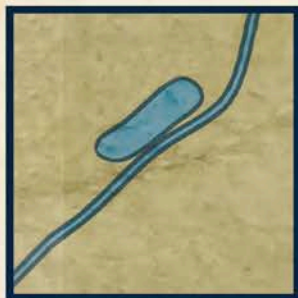
Losses and Smoke are 10 mm round **tokens** acquired from the punched cardboard. Losses tokens are red with white numbers (1 to 6) used to show how many Losses the Unit can suffer before being *eliminated*.



Smoke tokens are used to mark Artillery Units that have executed or *supported* the bombardment.

Units marked with a Smoke token CANNOT execute or *support* a bombardment. Smoke tokens are removed during a step of subphase 3.5 **End of Turn**.

Torrent



Torrent is a *linear* terrain. There are two Torrents on the east side on the battlefield.

Modifiers to combat: -1 to Units that cross the Torrent whilst executing a *Charge*.

Maneuver modifiers: *maneuvers* through a Torrent are reduced by 1 Unit of Measurement. Artillery Units

that cross the Torrent become *Shaken* (they receive 1 yellow marker).

Town



Town is a type of *area* terrain.

Many small towns are on the battlefield. **Planchenois** Town is the only one in which a Unit tile can be entirely placed inside.

Modifiers to bombardment and combat: +2 to Infantry Units in defense NOT IN MOVEMENT (without a green marker); -1 to Cavalry Units in *melee*; -2

if the target of bombardment is completely inside the Town; **Planchenois** Town modifies the *line of fire*.

Maneuver modifiers: Units that execute *maneuvers* across the Town, even partially, are treated as if they already moved 1 Unit of Measurement.

Some Towns represent historical objectives that add Victory points to the tally. If the historical objective is contested with the enemy, hence NOT exclusively achieved, it CANNOT be scored.

Towns on the battlefield are: **Abbaye l'Avwiers, Belle Alliance, Braine-Laleud, Frichermont, Hanotelet, Haye Sainte, Hougoumont, La Haye, Maison du Roi, Maransart, Merbe-Braine, Mont St. Jean, Papelotte, Planchenois, Smohain.**

The name of the Town is oriented towards the army who controls it at the beginning of the game.

Transformed



Transform is an action that can be performed during subphase 3.2 **Issue Orders**.

Each marker placed in the Command Table can be *transformed* by that General (or by Commander in Chief) into 1 Command point.

When spending *transformed* Command points, the markers are removed from the Command Table and placed in the reserve.

Turn Track



The **Turn Track** is the white area of game board that hosts the white wooden turn counter.

The Turn Track is not part of the battlefield: if an Unit touches, even partially, this element then it is *out of field*.

Squares **VIII, IX** and **X** of the Turn Track are marked in black to remind the turns of the Entrance of the black (Prussian) army.

Square **XIX** (wrongly spelled as **IXX** on the game board) is red to mark the last turn of the **Complete Historical Scenario**.

Square **VII** of the Turn Track is different from the other white squares to remind it's the last turn of the **Short Alternative Scenario**.

Type



Each army has three types of Units: Infantry, Cavalry, and Artillery.



There are three types of Cavalry: Light, Medium and Heavy.



There are two types of Artillery: Artillery On Foot and Horse Artillery.

Unfasten



Unfast is an action that removes temporarily the Horse Team of an Artillery Unit.

Artillery Unit unfastened are capable of bombarding **or supporting** in combat.

Unfastened Artillery Units **CANNOT** execute **maneuvers**.

At the end of subphase **3.3 Maneuver**, all **Artillery Units**,

even if in Formations **NOT IN MOVEMENT** (hence without the green marker), may **unfasten from the Horse Team**.

Artillery Horse Units **CANNOT** give **support** to the combat if they are fastened to the Horse Team **or** during a turn in which they both fastened and unfastened the Horse Team.

Artillery Horse Units of the black (Prussian) army **CANNOT** unfasten the Horse Team during a turn in which they fastened the Horse Team.

Artillery Units on Foot can **unfasten the Horse Team** only if they did **NOT** fasten the Horse Team **or** if they did **NOT** execute any **maneuver** during the turn.

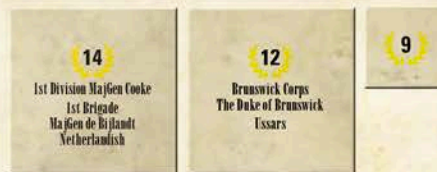
If the Artillery Unit fastened to the Horse Team is the **contact** element between two adjacent Units, then unfastening the Horse Team without executing the Order **REDEPLOY** may **split** the Formation.

Unit



Each army has three types of Units: Infantry, Cavalry and Artillery. Tiles and counters placed on the game board, represent the total area occupied on the field by troops. This includes the empty spaces between soldiers that was actually needed to maneuver or change Formation structure. During the battle each Unit will have yellow markers as needed.

The Infantry and Cavalry Unit tiles and the Artillery Unit counters show – beside depicting the military uniform of the soldier (or the cannon of an Artillery Unit) – important characteristics related to their use in the game: **front**, Fire Discipline, Army Corp, Losses, identifier number, and Victory points 🏆.



On the back are shown historical information with no relevance for the rules.

The historical information of English Infantry Units **8** and **9**, are wrong that doesn't matter during gameplay. The correct historical information text should be: 1st Brigade Maj-Gen Maitland Guards and 2nd Brigade Maj-Gen Sir John Byng Guards.

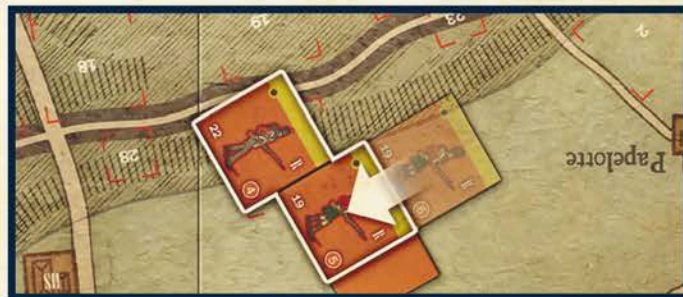
Unit of Measurement



Each Army set includes a **Unit of Measurement** of the appropriate color. The length of the Unit of Measurement is 30 mm and it is 15 mm width.

The ruler is composed by six Units of Measurement, and on the back it shows the **line of fire** in grey used by Artillery Units.

United



If two Formations belonging to the same Army Corps end a **maneuver in contact**, from the next turn on, these Formations can be considered **united**.

The Formations of different Army Corps in **contact** and facing the same direction are considered **united**, but each one must have its own orange **or** green markers. United Formations must calculate together their own **front** width and depth.

United Formations, belonging to different Army Corps, must be **split** if they don't receive the Order **PUT IN MOVEMENT** from each associated General.

Uxbridge



Uxbridge is the General assigned to the **CC** Army Corps of the red (English) army. On the battlefield, he is represented by the **CC** counter.

General **Uxbridge** commands English Units **29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40**.

General **Uxbridge** may **generate** 2 Command points that can be spend for more than 1 Formation.

If the Unit must **Withdraw** and is in **contact** with a friendly Unit (up to depth 2), both Units must **Withdraw 1**.



If the Unit must **Withdraw** and it moves partially, ending in **contact** with a friendly Unit, the **Withdraw** effect is considered resolved.



If the Unit must **Withdraw** and is in **contact** with friendly Units (depth 3+), the first 2 Units from the **melee front** are **Shaken** (they receive a yellow marker if they don't already have one).

If Units in **contact** with friendly Units of other Formations must **Withdraw**, calculate the cumulative depth of the Formation even if the **front** of all of the Units is not oriented in the same direction and even if the Formations are NOT considered united.

Wood



Wood is a type of **area** terrain on the east side of the battlefield.

Modifiers to bombardment and combat: +1 to Infantry Units in defense NOT IN MOVEMENT (without a green marker);
-1 to Cavalry Units in **melee**;
-1 to the bombardment if target is completely inside a Wood.

Maneuver modifiers: the **maneuvers** executed across the Wood, even partially, cannot surpass one Unit of Measurement.

Ziethen



Ziethen is the General assigned to the I Army Corps of the black (Prussian) army. On the battlefield, he is represented by the I counter.

General **Ziethen** commands Prussian Units **1, 2, 3, 4, 5, 6**.

General **Ziethen** may **generate** 1 Command point.

Thanks for playing with us!

