

DESIGN CREDITS

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1. INTRODUCTION

The Battles of Waterloo allows gamers to ‘fight’ the four separate engagements that comprised what is probably the most famous land battle in modern European history, Waterloo. Here the combined armies of England, Holland and Belgium - under the Duke of Wellington - along with the army of Prussia, under Field Marshal Blücher, halted Napoleon’s campaign to resecure his European power base during the infamous ‘100 Days’.

Players are provided with maps of the battlefields plus counters that represent the troops that fought the battles. Charts, Tracks and Tables help provide information necessary for play.

2. COMPONENTS AND TERMINOLOGY

Battles of Waterloo includes the following:

- Three 33” x 22” game maps, all backprinted
- 480 die-cut counters
- Rules Booklet
- Scenario Booklet
- Charts and Tables Sheets
- Three Command and Organization Charts (French, Prussian, Anglo-Allied)
- One 10 sided die

2.1 THE GAME MAPS

There are three map sheets, all of which are back-printed. The maps on one side represent the June 16th battles: Quatre Bras and Ligny. The reverse side of each sheet represents the June 18th Battles: Wavre and Mt. St. Jean.

Each game map depicts the area over which the battle was fought, covered by a hexagonal grid, which is used to regulate movement and combat. The map scale is approximately 210 yards per hex.

The scenarios for Mt. St. Jean and Quatre Bras each use single maps. Ligny uses the two Ligny maps, and Wavre uses only the Wavre-East map. When playing either of the three map scenarios - June 16th: Quatre Bras + Ligny or June 18th: Mt. St. Jean + Wavre, the scenarios show how to set the maps up. Both of these scenarios require a large playing surface of at least 7’ x 3’.

2.2 COUNTERS

The Battles of Waterloo includes two counter sheets, totaling 480 ½” counters. There are four types of counters in the game: combat units, leaders, Leader Initiative Markers, and informational markers.

2.2.1 COMBAT UNITS

Combat units are infantry, cavalry or artillery, examples of which are contained on the Unit and Marker Reference Sheet.

Each Infantry unit is rated for Assault Strength, Commitment, Cohesion and Movement Allowance. Note that the Assault Strength is used in both Fire and Shock combat.

Each Cavalry unit is rated for Shock Strength, Commitment, Cohesion and Movement Allowance. Note that Cavalry cannot use Fire combat. Cavalry are differentiated by type as Heavy or Light. Heavy Cavalry units have a dark horse on the counter, while Light Cavalry have a lighter colored horse on the counter. Lancers and Cuirassiers are also noted with either an “L” or a “C” next to their Shock Strengths. Light Cavalry uses the same value for Commitment and Cohesion, and has a Pursuit Rating in the position normally used for the Commitment Rating. Note that Pursuit is an optional rule.

Each Artillery unit is rated for Fire Strength, Range, Commitment, Cohesion and Movement Allowance. Note that artillery cannot use Shock Combat.

Some combat units have one or two stars on their counters and are considered Elite.

Design Note: The 1st Brigade of the 2nd Dutch-Belgian Division (2/2DB/I) - the one commanded by Bijlandt that was used as target practice by Ruty’s Grand Battery at Mt. St. Jean - has been broken down into two battalions and a pseudo-regiment of Dutch Militia (three battalions worth). In addition, the 2nd Nassau regiment (2/2DB/I) has a breakdown battalion, the 3rd. The somewhat fragmented initial deployments of these units at Mt. St. Jean and, to some extent, Quatre Bras, required this sop to the often-unreal world of wargame design.

Mirroring ‘standard’ usage, we have opted to use the commanders’ names for French and Anglo-Allied units and the numerical designation for Prussian units. A more complete Order of Battle is given on the Command Hierarchy Charts.

2.2.2 LEADERS

A. There are five types of leaders: Overall Commanders, Superior Commanders, Combat Leaders, Artillery Leaders (French and Prussian only), and Detachment Leaders. The types are illustrated below. The reverse side of a leader is his Replacement, used when the leader is killed or wounded.

B. All Leaders have a movement allowance of 10. It is not printed on the counters.

C. **Overall Commanders (OC).** There are three Overall Commanders in the game: Napoleon, Wellington and Blücher. They are identified by the four stars on their counters. Essentially, the player is the OC, although we have provided counters for the historical personages and given them a few ratings that reflect their individual capabilities and personalities, all of which are discussed in the section on OCs. These leaders have Command Range, Command Points and, in the case of Wellington, Orders Points.

D. **Superior Commanders (SC)** are those leaders who command several Combat Leaders. They have three stars along the left side of their counters. They do not lead troops themselves, they help to stretch the command abilities of Overall Commanders. In addition to their command range, they may have Orders Points which can be used to augment the Orders Rating of any of their subordinate Combat Leaders. Anglo-Allied SC Uxbridge also serves as a Combat Leader. He is easily identified, since, unlike other Superior Commanders, he has an Orders Rating.

E. **Combat Leaders** are those who directly affect the combat units in their Command. They are easily identified by the one or two stars on the left side of their counters. They have a Command Range, Commitment Points, and an Orders Rating on their counter.

F. **Artillery Commanders** may be used by the French or Prussian Players (there are no Anglo-Allied Artillery Commanders) to combine the fire of separate artillery units.

G. **Detachment Leaders** are used under special circumstances with units that are Out of Command, and have only a Command range.

H. **Leader Initiative Markers** are the most important marker in the game, and are identified by the national flag on the counter followed by the acronym LIM.

I. **Other Markers** - there are several other informational markers, including Step Loss Markers to record combat losses, Disorder and Rout Markers, Line Extender indicators and other similar indicators of status.

2.3 THE DIE

The game uses a ten-sided die. The zero ('0') is lower than '1'; it is a zero, not a ten.

2.4 GAME SCALE

French infantry and virtually all cavalry units are brigades, while Prussian and Anglo-Allied infantry are usually regiments. (This has little to do with size and more to do with administrative nomenclature.) Some of the brigades of the 2nd and 3rd Dutch-Belgian Division have been broken down into regiments/battalions for more accurate deployment. There are also several Prussian cavalry regiments (usually name, such as the 11th Hussars) which were not part of larger formations. Artillery units do not represent regiments or companies; they are groupings of guns of similar range and type (field or horse) from the same parent formation.

Each combat strength point represents 300 infantry, 200 cavalry or 6 cannon. Artillery units with a range of 5 are the 12 pounders, the 4 range units represent all of the other, rather varied guns, usually six-pounders, 5½ to 6" howitzers, British 9-pounders, etc. Thus, using the counter examples above, the Prussian 2nd Line Regiment contains about 3000 men, Ponsonby's British Cavalry Brigade about 1200 troopers, and Noury's French VI Corps Reserve artillery, six 12-pounder guns.

The distinction between Heavy and Light Cavalry has more to do with weaponry and usage than anything else. For example, Cuirassiers were used for Shock combat, and so are treated as Heavy Cavalry, while Hussars (Light Cavalry) were used (although not entirely) for screening, pursuit, etc. Another factor was horse size and training. The last two are the reasons all Prussian cavalry composed mostly of

Landwehr squadrons are treated as Light Cavalry. These units had little training and horses poorly suited for shock.

Each hex is approximately 210 yards from side to opposite side. Terrain elevations represent gradual (very gradual) changes of about 20 yards. The terrain is pretty much gently rolling, with more abrupt changes in elevation mostly at the banks of some of the bigger streams. The crests, therefore, usually depict the 'top of the roll', as it were, as opposed to some craggy ridgeline in the Pyrenees.

2.5 GLOSSARY OF TERMS

Initiative: The player with the Initiative is the one who gets to choose which LIM he will use to start the turn.

Zones of Control (ZOC): The hexes adjacent to a combat unit into which that unit, through its firepower and use of skirmishers (not represented by counters), exerts its presence. The rules generally use the acronym, ZOC, when referring to this important concept. It is important to differentiate between moving 'adjacent' to an enemy unit and moving into its ZOC.

Cohesion: The measure of a unit's morale, training, lower-echelon command, equipment and *esprit de corps*, all of which equate to how well that unit can fight and how it does after taking losses.

Assault: The generic, overall term for combat. Assault is divided into two types:

- **Fire** (infantry and artillery): represents ranged fire by muskets and cannon
- **Shock** (infantry and cavalry): represents the face-to-face, hand-to-hand melee

Command: All of the combat units assigned to a specific Combat leader are called a Command. Units belonging to a command are considered 'In Command' if they are within their Combat Leader's Command Range. The Command Hierarchy Charts list the units in each Command. Additionally, combat units belonging to the same Command share a common color stripe on their counter.

Command Range: For Overall or Superior Commanders, this is the maximum distance a Command's Combat Leader may be from that Overall or Superior Commander in order for that Command's LIM to be selected and placed in the Pool. For Combat Leaders, the Command Range is the maximum distance a combat unit may be from his commander and still be In Command.

LIM: Acronym for Leader Initiative Marker. These markers are drawn from the Pool during the Operations Phase to determine which units

DRM: One of those gamespeak acronyms that means 'die roll modifier', a numerical adjustment to whatever die roll is needed.

Cohesion Check: When a unit is required to make a Cohesion Check, they unit must roll one die, and compare this number (or modified number) against the unit's cohesion rating. If the die roll is equal to or less than the cohesion rating, the unit passes the Cohesion Check. If the number is higher, the unit fails the Cohesion Check. Note that a roll of zero ('0') is always considered to pass the Cohesion Check.

2.6 LANGUAGE AND SPELLING

The battles of Waterloo took place in what is now Belgium. Belgium was - and is - a two language country: French and Flemish (and the

twain shall rarely meet, as those who have had the pleasure to travel there have found out). There are not specific boundaries as to who speaks what, where; the areas are mostly 'pockets'. As a result, some map sources - and some Orders of Battle - use French where others use Flemish (e.g., the famous 'Hougoumont' is shown on most local maps - both old and new - as the Chateau de Goumont; some OoB's list 'Bijlandt' as 'Bylandt'; etc.) As our base (but not sole) map source was the modern topographical maps from Belgium, for place locations we have gone with whatever spelling was on that map (which is almost entirely in French). For leader names, we have used Bowden. Any complaints, call the EEC.

2.7 QUESTIONS?

If you do have questions about the rules, we'll be glad to answer them - if you do us a favor or two:

- Please refer to the applicable section in question.
- Yes/No answers only (except where absolutely necessary).
- Enclose a self-addressed, stamped envelope, and send to:

GMT Games
Attn: Loo Q's
POB 1308
Hanford, CA 93232

You can contact GMT Games on the Internet at gmtgames.com, while the designer can be reached via e-mail at BergBROG@aol.com.

3. THE GAME TURN

The Battles of Waterloo uses a random, but simple 'chit-pull' system to drive the turn's sequence of play... both to represent the chaos and uncertainty of battle and, also, to create a nice undertone of play tension.

Essentially, after determining Initiative, players select a number of LIMs equal to their respective Overall Commander's Command Points (less any used for Initiative) and place them in a cup (the Pool). During the Operations Phase, they randomly draw LIMs from the Pool. Each LIM dictates which units may move and fight. When all units for that LIM have done so, another LIM is chosen, etc.

SEQUENCE OF PLAY

The Sequence of Play is the order in which you play the game. *Battles of Waterloo's* sequence should be played in the precise order given below.

A. INITIATIVE PHASE

1. **Variable Reinforcement Segment.** Check for Variable Reinforcements, if applicable to this battle.
2. **Napoleon's Health Segment.** If using the rules for Napoleon's Health, and it is an hourly turn, the French Player checks to see if Napoleon increases/decreases his Command Points.
3. **Initiative Determination Segment.** Players each make an Initiative die roll to determine who has the Initiative.

B. POOL CREATION PHASE

1. **LIM Selection Segment.** Players choose which of their LIMs they want to use this turn.
2. **Pool Placement.** The Initiative Player decides which one of his selected LIMs he wants to use for the first activation of the turn. All other selected LIMs are placed in the Pool - a cup or receptacle from which they can be picked blindly.

C. OPERATIONS PHASE:

1. **Initiative First LIM Segment.** The Initiative Player activates the Command whose LIM he chose to keep out of the Pool.
2. **Random LIM Draw Segment.** After that activation is finished, either player - it doesn't matter which - draws one LIM from the Pool. The player whose LIM is drawn may then do whatever is allowed by that LIM. When he is finished, another LIM is drawn, and so on, until all LIMs have been drawn, at which point, proceed to the No LIM Phase.

D. NO LIM PHASE: The players alternate deciding what to do with Commands that were not selected during the Operations Phase. Choices are:

1. No Activation attempt, with Limited Activation
2. Activation attempt, with Normal Activation on successful roll, No Activation on unsuccessful roll.

E. OUT OF COMMAND PHASE:

1. **Detachment Leader Assignment Segment.** Assign and Remove Detachment Leaders
2. **Out of Command Unit Movement Segment.** Individual Units that did not undertake any operations because they were Out of Command may Move, using Out of Command Movement, or Rally.

F. COMMAND MORALE PHASE: Players check to see if any of their corps/divisions are Shaken or Shattered.

G. LEADER REPLACEMENT PHASE: Place all Replacement Leaders with any unit in their Command.

When each of the above Phases has been completed, the turn is over.

5. THE COMMAND AND 'LIM' SYSTEM

Design Note: We have placed this section early in the rules, mostly because we feel that you should have some idea of how the Command system works before tackling the meat-and-potatoes of Moving, Attacking, etc. The basic design concept intertwines the command mechanics with the Sequence of Play.

4.1 INITIATIVE

Initiative represents both the opportunity and the ability at the field command level. The player who wins the Initiative in each turn gains the advantage of choosing what will happen first.

4.11 INITIATIVE DETERMINATION

A. To determine which player will have the Initiative each turn; each player rolls one die, possibly modified as noted below. The player with the higher total has the Initiative. If the result is a tie, roll again, applying the same modifiers, until the Initiative is resolved.

B. If the Overall Commander is actually on the game-map, his player may choose to allot one or more of the OCR's Command Points to increase his Initiative die roll. Such Command Point allocation must take place before the Initiative die rolls are made. A player that uses CPs for Initiative adds two (+2) to the die roll for each CP spent. CPs so used are not available for selecting LIMs, and vice versa. The player who did not have the Initiative⁴ the previous turn states first how many CPs he's going to expend this turn for Initiative DRMs.

4.12 INITIATIVE SPECIAL RULES

A. The Player with the Initiative gets to activate - knowingly - one of his selected LIMs to start the Operations Phase.

B. Some scenarios/battles state which player automatically has the Initiative for the first turn of the game.

C. The Prussian, British and French Players each roll separately for Initiative. CPs may not be lent from one player to another. In the 4-player, June 18th scenario, the Napoleon and Grouchy players each roll separately.

4.2 COMMANDS

Combat units are organized into Divisions and Corps. Each such Division/Corps is called a Command. Leaders of each Command affect their units' abilities to move and fight. Each Army's Command Hierarchy Sheet details the exact structure of each of its Commands.

Design Note: We have tried to use command levels appropriate to the level of simulation with which we are working. For that reason we have skipped the division level of French infantry command as well as the Prussian brigade-level commanders.

4.21 COMMANDS

Each Corps (French and Prussian) or Division (Anglo-Allied) in the game is called a Command. With certain exceptions (most affecting the Anglo-Allies, all of which are listed on each Army's Command Hierarchy Chart), all units of a particular Command are Activated together during a game-turn. A Combat Leader commands units of a given Command.

4.22 COMMAND ACTIVATION

A. In order for a combat unit to be able to perform any actions during the Operations Phase or No LIM Phase (whenever its Command is Activated) it must be In Command.

B. A combat unit is In Command if it is within its Combat Leader's Command Range at the *instant* its command is Activated, either through its LIM being selected or when activated during the No LIM Phase.

C. Units not within that Command Range are Out of Command. Out of Command units may be activated only during the Out of Command Phase.

Exception: If a combat unit is outside its Combat Leader's Range but is *adjacent* to a unit from the same command that is In Command, the unit is considered to be In Command.

Play Note: *Therefore, if only one unit of a command is within range, but all the units in that command are adjacent to at least one other, they're all in Command... a sort of 'chain' of command.*

4.23 NATIONALITY RESTRICTIONS

Leaders from one army may not affect units from another, i.e.; Prussian leaders may not command Anglo-Allied units, etc.

4.3 LEADER INITIATIVE MARKERS

The Leader Initiative Markers (LIMs) are used to determine who does what, and when. They serve to make the Sequence of Play random... and different each turn.

4.31 LIM SELECTION AND USAGE

A. The counter-mix provides a number of Leader Initiative Markers (LIMs). LIMs are used to activate units for movement and combat during the turn.

B. For the purposes of LIM Selection and Pool Placement, a Command's Combat Leader must be with his Overall Commander's Command Range in order for that LIM to be placed in the Pool. There are three significant exceptions:

- Superior Commanders may be used to augment the range of the Overall Commander. If the Superior Commander is in command range of the Overall Commander, and the Combat Leader is in command range of the Superior Commander, the command's LIM is available for LIM Selection and Pool Placement.
- The French Cavalry Reserve LIM is always eligible for placement in the Pool, regardless of any of the Cavalry Reserve Combat Leaders' range from Napoleon (or Grouchy). This represents the great freedom of action that Napoleon gave to these units.
- The Anglo-Allies have, in several cases (I Corps, II Corps, Dutch-Belgians), two Combat Leaders (Division Commanders) under a single Corps LIM. In these cases, as noted on the Command Hierarchy Chart, the LIM is eligible for placement in the pool if either of the Combat Leaders is within Wellington's Command Range.
- There are exceptions to these rules in the Wavre and June 18th scenarios.

C. During the LIM Selection Segment of each Initiative Phase, each Player may select a number of LIMs equal to his Overall Commander's Command Points (less any used for Initiative). Each scenario indicates which Corps/Division LIMs are available for selection in that scenario (it usually corresponds to the corps/divisions that are in play). It may happen that, as other commands arrive, their LIMs will be included.

D. Regardless of Command Points available, the Orders LIM is always placed in the Pool for free.

E. All LIMs chosen for that turn are placed in an opaque cup or similar receptacle - the Pool - in the Pool Placement Phase. The Player with the Initiative keeps out one of his LIMs as the first LIM Activation (automatically). He thus knows what he is going to start the turn doing. After all movement/combat by that first LIM is concluded, all subsequent LIMs are picked from the Pool randomly, implemented, and then another LIM drawn, until all LIMs have been drawn and implemented, ending the Operations Phase.

4.42 LIM USAGE

Each LIM allows the player to do certain things, which are listed below:

A. Corps/Division LIMs: All units - combat and leader - in that Command, within their leader's Command Range at the instant the LIM is drawn may do one of the following, in the order given. Not all units in the Command have to do the same thing. Individual units may perform different operations, but they *must* be done in the following order:

1. Rally/Recovery Segment
2. Withdrawal Movement Segment
3. Road Strategic Movement Segment
4. Tactical Movement Segment
5. Artillery Fire Segment
6. Combat Movement and Assault Segment

B. Orders LIM: The Player may do ONE of the following:

- Any/All Leaders for that Player, regardless of where they are, may Move, even if they already have moved.
- The Loose Cannon Unit. Any one combat unit, anywhere, including a unit that has already moved, may do anything an In Command unit may do. (This is the only place an Out of Command unit may undertake an operation other than the movement allowed in the Out of Command Phase.)
- He may attempt to activate any one command (Corps/Division) or any individual Combat Leader whose LIM he did NOT place in the Pool, by making an Activation die roll.

Play Note: This means that the French Player could use the Orders LIM to activate, say, Piré's II Corps Cavalry, leaving the remainder of II Corps to be activated (or not) in the No LIM Phase.

C. Strategic Movement LIM: Any In Command units, and their leaders, may use the less restricted (off-road) form of Strategic Movement. Only units that have not undertaken ANY other operations may be moved under this LIM. Units moved during the Strategic Movement LIM activation may not be utilized again that turn.

C. Artillery LIM (French Player only): The French Player may use this LIM to move or fire any artillery units within Command Range of one of his Artillery Commanders: Ruty OR St. Maurice. This LIM is not a substitute for Grand Battery; normal fire combine rules apply.

D. Grand Battery LIM (French Player only): The French Player may combine guns in Command Range of one of his Artillery Commanders (Ruty OR St. Maurice) into a Grand Battery, which greatly increases their fire strength (reflecting increased rate of fire). Either French Artillery Commander (but not both) may be so activated under this LIM. Movement is NOT permitted under this LIM, only Fire. Certain restrictions apply to the selection of this LIM:

- The Grand Battery LIM may be used in no more than two consecutive turns.
- For each turn it is selected, it must stay out of the Pool - it cannot be selected - for two turns.

Thus, if the GB LIM is selected for the 1300 and 1330 turns, it cannot be chosen again until the 1600 turn (skipping the 1400, 1430, 1500, 1530 turns).

Design Note: The above restrictions represent the tremendous amounts of ammunition, as well as overheating and fouling, the Grand Battery brought about.

4.43 DUTCH-BELGIAN CAVALRY

The Dutch-Belgian Cavalry Division (Anglo-Allies) can be Activated under either the Cavalry Corps LIM or the Dutch-Belgian Brigades LIM. However, it can only be activated under the Cavalry Corps LIM if its Combat Leader, Collaert, is within Uxbridge's Command Range. The choice, if available, is always up to the Anglo-Allied Player.

4.5 THE NO LIM PHASE

4.51 NO LIM PHASE ORDER OF ACTIVATION

A. In the No LIM Phase, the players alternate deciding what to do with the Commands for which a LIM was not selected. The player with the Initiative goes first, and the players alternate, until all such Commands have been Activated.

B. If there are more than two players, the choice, after the Initiative Player, uses the following precedence:

1. French (one each from Napoleon and Grouchy's commands when playing the June 18th scenario, with Napoleon's Command going first).
2. British
3. Prussian

Example: 4-player, June 18th game, British Player has the Initiative. He goes first in the No LIM Phase, selecting one of his divisions for possible Activation. After that Command has 'gone', both French players - Napoleon then Grouchy - choose one Command each, and then the Prussian Player chooses a corps, and so on.

4.52 NO LIM ACTIVATION

A. The Player has the following choices with No LIM Commands:

- Activation Attempt with Full Activation
- No Activation Attempt with Limited Activation

B. Commands (or Combat Leaders within a command) for which Activation was attempted under the Orders LIM are NOT eligible to either Activate or Limited Activate during this phase. They are done for the turn.

C. If the Player chooses to make an Activation Attempt, roll the die and compare the die roll to that Combat Leaders Orders Rating, possibly modified for proximity to a Superior Commander. If the die roll is equal to or lower than the modified Orders Rating, the Command may perform a normal C/D LIM Activation. If the die roll is higher, the Command may do nothing that turn.

D. If the Player opts for Limited Activation, there is no Activation die roll. Rather, the units in that Command may each do one of the following, *in the order listed*:

1. Units Not Adjacent to an Enemy Unit

- Attempt to Rally/Recover
- Move, using Road Tactical Movement.
- In Command Artillery units may Fire if they have not Moved.
- Move, using Out of Command Movement.

2. Units Adjacent to Enemy Units

After all units that are not adjacent to enemy units have been activated, any units in the Limited Activation Command that began this phase adjacent to an enemy unit *must* do one of two things: Assault or Withdraw.

- If they cannot Withdraw, they must Assault.
- If they cannot Assault, they must Withdraw.
- Each unit may choose whether to Assault or Withdraw individually.
- Units that are D-2 that can't Withdraw must make a Cohesion Check. If they fail the Cohesion Check, the unit routs.
- Units in a Chateau are not required to Withdraw or Assault.
- Units that are Out of Command during Limited Activation of their Command take a Step Loss if adjacent to an enemy unit.

Example #1: All units of the Prussian I Corps are on a path. Their LIM was not chosen, and in the No LIM Phase the Prussian Player elects not to attempt activation. If the units stay on the path/road, and do not move adjacent to an enemy unit, they may use their full Movement Allowance.

Example #2: The Allied Player opts for Limited Activation with the Army Reserve. All three infantry units of the 5/AR plus Heise's Artillery are In Command. Kempt's infantry, though, is to the rear, on a path, while Vincke and Pack are adjacent to French units. The A-A player, using his Limited Activation options, decides to move Kempt up, using Tactical Movement (as Kempt is on a path). Kempt may not move adjacent to a French unit. He then fires with Heise's battery. As both Vincke and Pack are adjacent to French units, he must either Assault or Withdraw with each of them. As Vincke has already taken two Step Losses, he decides to Withdraw Vincke; Pack, however, is still at full strength, so he sends Pack's men to Shock Attack.

4.6 LEADERS

4.61 COMBAT LEADERS

A. Combat Leaders command all the combat troops in their Command; they have no effect on - nor may they lead - any troops not within their Command. Combat Leaders who are cavalry commanders command only the cavalry units of that command.

Example: Marshal d'Erlon commands all combat units of the French I Corps, including the I Corps cavalry, if he wishes. He

may, however, leave that chore to General Jacquinot, who is the Combat Leader for the I Corps Cavalry.

B. Combat Leaders have the following ratings:

- *Command Range* is the maximum distance a combat unit in that command may be from the leader and still be In Command. The range is the number of Leader Movement Points traced from the leader to the unit, not counting the leader's hex. Command Range is determined the instant it is needed.
- *Commitment Points* are used to augment a unit's capability to engage in Shock combat.
- *Orders Rating* represents the ability of a Combat Leader to get his command to move and fight without restriction during the No LIM Phase. Players wishing to activate a command in the No LIM Phase must roll equal to or lower than the leader's Orders Rating.

4.62 SUPERIOR COMMANDERS

A. Superior Commanders are the corps or wing commanders who are 'in charge' of several Combat Leaders. They do not (usually) directly affect combat units but, rather, are used to:

- Extend an Overall Commander's Command Range
 - Increase subordinate Combat Leaders' Orders Ratings
- B. The following Superior Commanders are possibly in play:
- The French Superior Commanders are the Wing Commanders: Ney (I and II Corps) and Grouchy (III and IV Corps and the Cavalry Reserve).
 - The Anglo-Allied Superior Commanders are William, Prince of Orange (I Corps, including the Dutch Belgians), Lord Hill (II Corps), and Lord Uxbridge (Dutch-Belgian Cavalry). No other Anglo-Allied units have Superior Commanders.
 - There are no Prussian Superior Commanders. However, Prussian Corps commanders act as Superior Commanders for their cavalry leaders. Thus, Zieten is the combat leader for all of I Corps, as well as acting as Superior Commander for Roeder, combat leader of the I Corps Cavalry. This usage is only for augmenting the chances for Activation during the No LIM Phase.
 - The Command Hierarchy Charts list the Superior Commanders and subordinate Combat Leaders for each army.
- C. A Superior Commander may be used to stretch the Command Range between a Combat Leader and the Overall Commander when determining eligibility for LIM Pool placement (only) for that turn.

Example: If the French Player wanted to place the III Corps' LIM in the Pool, but Vandamme was 12 MPs from Napoleon (Command Range of 8), he could still do this if Vandamme were, say, 4 MPs from Grouchy (Vandamme's Superior Commander) and Grouchy were 8 or less MPs from Napoleon.

D. Combat Leaders rolling for Activation during the No LIM Phase may have their Orders Rating increased by their SC, if they are within the SC's Command Range and that SC spends Orders Points.

Each Orders Point may be used only once each turn. They may not be saved or carried over to another turn.

Play Note: Neither Prince William of Orange nor Marshal Ney have this capability, as they have 0 Orders Points.

E. Special Rules for Specific Superior Commanders

Lord Uxbridge

- Lord Uxbridge's Orders Points are indicated by the circled 1 on his counter. His Orders Rating of 5 is used when he is acting as a Combat Leader for the Cavalry Corps. His Orders Points are used as Commitment Points for all of his units, plus as Orders Points, when needed, for Collaert.
- Uxbridge can move under the Cavalry LIM or Anglo-Allied Orders LIM only.

Marshal Grouchy

- Grouchy may 'buy' one LIM - in addition to any selected by Napoleon - if he is not within Napoleon's Command Range. He may do this only in the Wavre and June 18th scenarios.
- Grouchy's 3c Orders Points are used only for Cavalry leaders in his command. He may not use them to augment the Orders Ratings of his Infantry leaders during the No LIM Phase.
- Grouchy moves with any one Corps under his command, as well as (possibly) under the French Orders LIM.

Design Note: The above rule reflects Grouchy's capabilities as a cavalry commander, and his problems with the infantry leaders of his corps - especially Gerard - who weren't entirely thrilled to have Grouchy as their wing commander.

Marshal Ney - le cavalier sans peur et sans reproche... and also *sans brains* -

- Ney has an asterisk (*) next to his (lack of) Command Points. This means that the French player receives a -2 DRM for any Shock Attack involving a unit stacked with Ney.
- Ney can move with any one Corps that is in his command, as well as (possibly) under the French Orders LIM.

4.63 OVERALL COMMANDERS

A. Essentially, the Player is the Overall Commander; he is the one who is making the decisions that, in reality, were made by Napoleon, Wellington and Blücher. However, it is through their capabilities that the player controls his army.

B. Overall Commanders have a Command Range and Command Points.

- The Command Range is the maximum distance (in leader movement points) within which a command's Combat Leader may be (perhaps stretched by a Superior Commander) for the player to select that command's C/D LIM.
- Command Points may be used to select LIMs and/or augment the Initiative die roll.
- The number of Command Points printed on the counter is the maximum number of Command Points the Overall Commander may expend during one turn. Each CP spent increases the Initiative die roll by +2, or allows the player to place on eligible LIM in the Pool.

C. Special Rules for the Overall Commanders

Napoleon I

- Napoleon may move only under the French Orders LIM.
- (Optional) Napoleon's Health. Napoleon has a '3?' Command Point rating. Players not wishing to bother with this optional rule use the '3'. For those who want a bit of added historical flavor, though, we have attempted to recreate Napoleon's health-based 'waxing and waning' command abilities. Each scenario which includes Napoleon lists the special rules for determining Napoleon's CP Rating from turn to turn.

Historical Note: Napoleon's 'health' problems at Waterloo have been chronicled - and argued - endlessly. Needless to say, as at Leipzig, he exhibited an unusually deep lethargy at the start - and end - of each day, often not 'getting going' until 10 AM or later. Whatever the reasons - illness, burnout, loss of powers - the effect was real. The '3' represents a fairly active, healthy Napoleon.

2. The Duke of Wellington

- The Duke has a special capability, represented by his Orders Points, the circled 4 on his counter. Whenever a Combat Leader attempts to activate his Command during the No LIM Phase, the Duke may augment his Orders Rating by giving him from 1 to 4 of those Orders Points, as long as the Combat Leader is in the Duke's Command Range. A total of four Orders Points may be used in this manner each turn. They may not be saved from turn to turn; unused points are lost. Superior Commanders may not augment the Duke's Command Range for this capability.
- Wellington uses his Command Points as Commitment Points when acting as a Combat Leader.
- The Duke also benefits nearby units defending in Shock Combat. Any time an Anglo-Allied unit adjacent to Wellington defends in Shock Combat, there is a +2 DRM to that combat (cumulative with other DRMs).
- Wellington can move either when the Army Reserve LIM is drawn (since he is effectively the Combat Commander for the 6/AR Units), or during the Anglo-Allied Orders LIM with the rest of the Anglo-Allied leaders.
- Wellington may only move the units under his direct command if they are in his command range.
- The Duke has an Orders 'Rating' of '9' for No LIM Phase activation purposes, relating only those units for which is listed as the Combat Leader on the Hierarchy chart. They must be activated by command, though, as normal.

Field Marshal Blücher

- Blücher's biggest effect on the battles was his ability to spur his troops on to greater efforts. Therefore, any unit within two hexes of Blücher that is attempting to Rally subtracts two from the die roll.
- Blücher may move only with the Prussian Orders LIM.

4.64 ARTILLERY COMMANDERS

Artillery Commanders are used to coordinate fire between multiple artillery units. Normally, Artillery may only combine fire if they are

all within the same range and stacked together. There are two exceptions:

- Artillery units stacked together, or within the Command Range of a friendly Artillery Commander, firing at a unit or stack at the *same* Range can combine their fire.
- All artillery units within Command Range of either Rutu or St. Maurice can combine to fire as a Grand Battery (see the Grand Battery rules).

4.7 THE OUT OF COMMAND PHASE

4.71 DETACHMENT LEADERS

Detachment Leaders are unlike any other leaders in the game. They have only a Command Range rating and perform no combat functions. Their purpose is to allow players to circumvent restrictions on Out of Command Units.

A. As the first step in the Out of Command Phase, both players simultaneously assign or remove available Detachment Leaders to Out of Command Units.

B. Players may circumvent the Out of Command Movement/Move Towards Leader restrictions of the Out of Command Phase by assigning a Detachment Leader to an individual or group of Out of Command units. Each player has a certain number of Detachment Leaders, and their use is limited strictly by the counter-mix. Removed Detachment Leaders may be reused any number of times during the game.

C. A Detachment Leader is assigned - or removed - at the beginning of the Out of Command Phase, and he affects all Out of Command units in his Command Range. A Detachment Leader may not be assigned on the same turn that he is removed. Detachment Leaders have two effects:

- They allow Out of Command units to move in any direct the player wishes.
- They allow the units they ‘command’ to use Tactical Movement in the Out of Command Phase, if the units remain on Roads/Paths.

D. Detachment Leaders have no effect on Combat. If an enemy unit moves adjacent to a hex containing a lone Detachment Leader, the Detachment Leader is removed from the map. It is, however, eligible to be reused.

E. A Detachment Leader does not place a unit In Command.

4.72 OUT OF COMMAND UNIT MOVEMENT

Players alternate (beginning with the Initiative Player) moving one Out of Command unit at a time, using Out of Command Movement. This unit can not have moved, attacked, or *defended* (against Artillery Fire, Small Arms Fire or Shock) during this turn.

A. Units moving in this phase without a Detachment Leader MUST move towards their Combat Leader. They may move using Road Tactical Movement or Out of Command Movement. They must end their movement either closer to their Combat Leader or, if that is not possible, at least no farther away than they started from their Combat Leader.

B. Units may not move adjacent to an enemy combat unit in this phase, regardless of the presence of a Detachment Leader.

C. Units that were In Command during their Command’s Activation are not eligible to move during this phase, regardless of their current Command status.

D. Out of Command units that start in an Enemy ZOC MUST Withdraw. They may not Assault.

E. All Out of Command units must be activated during this phase. They need not ‘do’ anything, unless they are in an Enemy ZOC (in which case, they must Withdraw).

5. FACING AND ZONES OF CONTROL

Each unit must face towards a vertex (corner) of the hex the unit is in. The way a unit is faced determines which hexes surrounding that unit controls. These ‘Zones of Control’ inhibit enemy movement.

5.1 FACING

5.11 FACING DURING MOVEMENT AND COMBAT

A. All combat units must be faced towards a vertex (corner) of the hex it is in - not a hex side - as per the diagram, below. All units in the same hex must face in the same direction.

B. Facing determines which adjacent hexes, and hexsides, are Front, Flank, and Rear.

C. Facing affects a unit’s Zone of Control and combat abilities.

- Units may Fire into their Front or Flank hexes
- Units may Shock only into their Front hexes.

D. Facing has no effect on movement direction, except for units in Extended Line.

5.12 CHANGING FACING

A. A unit may change facing any time - and in any direction - but only during Movement, or after an Advance after combat. Thus once a unit has finished the movement portion of its Activation it may NOT change its facing, although a unit may change facing without actually moving - instead of movement, as it were. There is no cost to change facing, but there is a restriction: a unit in an enemy ZOC may change its facing only one vertex.

B. Routed units retain their facing.

5.2 ZONES OF CONTROL (ZOC)

5.21 GENERAL ZOC RULES

A. ZOCs are used to express the presence extended by combat units into the area around them, mostly by use of advance skirmisher formations - not represented (literally) in this game/at this scale- and the threat of firepower. ZOC’s affect enemy movement, but they do not “force” combat. Combat units exert Zones of Control; leader units do not.

B. Cavalry and infantry units exert ZOCs through their Front and Flank hexsides; artillery exert ZOCs only through their Front hexsides.

- C. Exceptions to the ZOC Rules are as follows:
- Units with Shaken Command Morale exert ZOCs through only their Front hexsides, not their Flank hexsides.
 - Routed units do not exert any ZOC
 - Units in Square exert ZOCs into all adjacent hexes
 - Controlled chateaux exert ZOCs into all adjacent hexes.
 - ZOCs do not extend across hexsides or into hexes across or into which that unit is prohibited from moving.

Play Note: Remember to distinguish between ZOCs, which extend into frontal and flank hexes, and the fact that units can shock attack only into frontal hexes.

D. There is no cost to enter an enemy ZOC. However, only units using Reduced Movement may do so. A unit must stop when it enters an enemy ZOC. It may not move further in that Activation, regardless of how many MPs it has remaining. Artillery may not enter an enemy ZOC unless a friendly combat unit occupies that hex.

E. Routed and Disordered units may not voluntarily enter an enemy ZOC.

Play Note: Thus, although a Disordered unit may exert a ZOC, it may not enter one.

F. The only ways a unit may leave an enemy ZOC are by:

- Withdrawal (Infantry)
- Reduced Movement (Cavalry)
- Screened Movement (Artillery)
- Retreat Before Fire (Cavalry or Infantry)
- Retreat Before Shock (Cavalry or Infantry)

G. A unit in an enemy ZOC may change facing in that hex, even if it cannot (or does not) move out of that hex. However, it may change only one vertex.

H. A friendly combat unit negates the effect of an enemy ZOC for purposes of:

- Entering OR leaving an enemy ZOC - but not both in the same phase - if stacking allows (and that's a big 'if'). An exiting unit may enter another enemy ZOC during that Activation. Retreat or Rout movement - but only if Stacking rules would allow the retreating unit to move into that hex.
- A friendly combat unit negates the effect of an enemy ZOC for purposes of tracing a leader's Command Range.

I. If more than one unit exerts a ZOC into the same hex there is no additional effect. Both sides may exert control over the same hex. Thus a French unit in MSJ 2313 and a British unit in MSJ 2514 would both exert a ZOC into MSJ 2414.

6. STACKING AND UNIT EXTENSION

6.1 STACKING LIMITS

6.11 GENERAL STACKING RULES

A. Stacking refers to having more than one combat unit in a hex at any given time. Basically, only one combat unit is allowed in any one hex at any time. There are no stacking restrictions for Leaders or informational markers. Stacking limits apply at all times during the turn - even (and especially) during movement.

B. Only one combat unit is allowed per hex, with the following exceptions:

- One artillery unit (foot or horse) may stack with any one infantry or cavalry unit. Artillery stacking with infantry or cavalry is always placed on the bottom of the stack.
- Two artillery units from the *same* command may stack in any one hex as long as there are no other units and the total number of artillery SPs is eight (8) or less.
- The Prussian Silesian Rifle Unit (I Corps) may stack with any infantry unit of the 3/I division (only), or any I Corps artillery unit.
- Routed units may move through, but not stop in, a hex containing other friendly units in violation of normal stacking limits. When this occurs, all units in the hex moved through suffer a 'D' disorder result.

Design Note: Stacking has less to do with how many soldiers you can cram into one hex than it has to do with tactical doctrine, frontage and number of lines. While it would be mathematically feasible for two, or maybe even three of these brigades to stand behind each other in line in 'serried ranks assembled', on the battlefield they would never do so. Distance between lines was often several hundred (or more) yards, to negate the effects of enemy artillery.

6.12 STACKING AND MOVEMENT

A. During movement, each unit must be moved individually. A combat unit may not move through another combat unit, although a unit can possibly move into a hex with another unit, and end its movement therein.

B. In the case of units that can stack, the last unit to move into a hex is always placed on the bottom, except when artillery is stacked with infantry or cavalry, in which case the artillery is always stacked on the bottom.

C. Stacking order (for two artillery or the Silesian Rifle unit) may be changed at any time *instead* of Movement - but only then.

D. Units using Roads, paths, bridges or fords (i.e., using Tactical/Strategic Movement) may NOT stack, even at the end of such movement. They may, however, start the phase stacked.

E. Infantry and Cavalry may move through unstacked artillery if the artillery unit is not on a Road or the infantry/cavalry is using Reduced Movement.

6.13 STACKING AND COMBAT

A. The maximum number of infantry Strength Points that may Fire out of a single hex is four (4), regardless of the actual strength of the unit(s). Thus, if you have a 14 SP unit, you could still fire with only 4 SPs.

B. The maximum number of artillery SPs that can fire out of any one hex is eight (8).

C. The above rules can be combined, so that 4 infantry SPs and 8 artillery SPs in the same hex can both fire out of that hex. They are not required to fire at the same target.

D. Infantry and artillery may never combine fire.

E. Defending artillery stacked with infantry fires *before* the infantry - and not simultaneously - during Assault (see the Assault Sequence of Play).

F. If more than one unit is stacked in a hex all results apply to the top unit only, with the following exceptions:

- If the top unit is forced to retreat, so must the bottom unit
- If neither unit is artillery and the top unit routs, so does the bottom unit.
- If the bottom unit is artillery and the top unit routs, the artillery retreats one hex but does not rout.
- If the top unit is eliminated, any remaining step losses apply to the bottom unit.
- Disorder results from Ranged Artillery Fire (more than one hex) apply to the stack as a whole. Step losses from Ranged Artillery Fire apply to the top unit.

G. If six (6) or more SPs of any type - including artillery SPs stacked with infantry SPs - are in a hex, that hex is subject to a Massed Target penalty. Units in Square are automatically considered Massed Targets. A player firing at a Massed Target gets a one-column shift to the right (1R) on the Fire Table.

Play Note: A quick look at the combat units shows that most of them qualify for this detriment simply by existing. However, relief is close at hand, see the Extended Line rules.

H. There is NO limit on the number of SPs that can engage in Shock.

6.2 EXTENDED LINES

A. Infantry units that have six (6) SPs or more may extend their presence into an adjacent flank hex by placing an Extended Line counter in that adjacent hex.

B. The Extended Line counter must be placed in either the left or right Flank hex of the infantry unit. This placement must obey normal stacking rules and cannot be into an enemy ZOC, or into any hex into which it would cost more than two MPs to move. However, a unit may enter a hex that costs more than two MP in Extended Line. (It just may not “extend” into, say, a woods hex, or across a Deep Stream.)

C. Units with eleven (11) or more SPs may Extend in both directions, if space and enemy presence so allow.

Exception: Prussian Landwehr units (those with “LW” as part of their ID/name) may NOT use Extended Line. They may use Extended Column.

D. Units in Square may not use Extended Line; they must leave Square first. However, units in Extended Line may go into Square, the Square being formed in the hex that the actual combat unit is in.

E. A unit with an Extended Line marker occupies both (or all three) hexes for all purposes, except as noted below. Specifically:

- For Fire purposes, each hex is treated separately, with the ability to combine fire.
- For Shock purposes, it is treated as one unit. Thus, a unit that is shocking against only the Extended Line counter of a combat unit is shocking the entire unit in terms of determining Shock strength.
- For Movement it is treated as one, “solid” unit, with points paid for entering the most costly hex. The unit may only move into a frontal hex, so it must “pivot” to change its direction (and facing). It may “pivot” to advance after combat. The Extended Line counter must always remain in the “flank” hex(es).

F. It costs one (1) Movement Point to extend (or retract) a line (regardless of how many Extended Line counters are used). If a unit with Extended Lines is reduced in strength by combat below 6 SPs, it is automatically - and immediately - retracted without spending a movement point. Units in an enemy ZOC may not retract the Extended Line.

G. Extended Line markers may only be placed/removed during a segment in which a unit can expend movement points. For example, since a unit doesn’t spend any MPs during the Withdrawal Segment, the unit cannot extend or retract.

H. For purposes of Massed Target determination, an extended unit has its strength divided amongst the hexes it occupies as equally as possible, with any odd points assigned to the actual combat unit.

I. A unit with Extended Lines may fire all its SP’ s into any enemy unit in one of the actual combat unit’s frontal hexes (ZOC), in essence combining the fire of the “separate” sections, or it may fire each portion separately. This is, in effect, an exception to the rules which limit fire strength to four (4) SPs per hex and require separate resolution of each unit’ s fire.

J. When attacking or defending in Shock Combat, the unit is treated as a single unit, using its total strength. It must attack *all* enemy units in its ZOC in the same resolution. Moreover, any combat unit with Extended Lines that Shock attacks earns a +2 to the attacker’ s die roll; conversely, if the unit with Extended Lines is shock attacked (as defender) the enemy attacker gets a -2 to his Shock die roll. If the unit with Extended Lines must Advance after Assault it must advance extended, if possible.

6.3 EXTENDED COLUMNS

A. Infantry and cavalry units of six (6) to ten (10) SPs using Strategic Movement or moving via Roads, Paths, Bridges or Fords, MUST extend one hex to the rear, to represent the length of that column. Units of 11 SP’s or more must extend two hexes. Place an Extended Column counter, or counters, as below. Like an Extended Line counter, it is treated as part of the combat unit for all purposes.

Play Note: This rule is important mostly for arriving reinforcements and massive movements of large units such as the Prussians crossing east-to-west, from Wavre to St. Jean, in the June 18th scenario. It is not important where you place the Extended Column marker in this case - movement - as it represents "space", not formation. So don't worry about where it goes when the road takes some twisty turns; it's only a "tail".

B. Extended Column counters may be removed only at the beginning of a Command's Activation, or at the conclusion of combat involving an Extended Column (see below).

C. Units that are attacked while in Extended Column may NOT fire nor go into Square. They defend normally in Shock Combat, but the attacker is automatically treated as attacking through the Flank.

D. Units attacked while in Extended Column lose their Extended Column counter at the conclusion of the combat.

7. MOVEMENT

Players move units by expending Movement Points for each hex they enter, up to a unit's maximum Movement Allowance.

7.1 MOVEMENT ALLOWANCE

A. All combat units have their movement allowance printed on the counter. All Leaders have a Movement Allowance of ten (10). The Movement Allowance represents the total number of Movement Points (MPs) that a unit may use for Tactical Movement. MP's may not be saved or transferred in any way. A unit does not have to use all of its Movement Allowance; the player may choose to expend less. He may never expend more.

B. Each unit type has its own column on the Terrain Chart. Horse Artillery - those artillery units with the same Movement Allowance as cavalry - use the Artillery column for all movement costs.

7.2 MOVEMENT TYPES

The game separates movement into seven "types", each representative of the situation on the battlefield as well as the lower levels of command initiative. The movement types are:

- Strategic Movement
- Road Strategic Movement
- Tactical Movement
- Road Tactical Movement
- Combat Movement
- Out of Command Movement
- Withdrawal Movement

7.21 GENERAL RULE

There are three types of Movement "speed": Combat, Tactical, and Strategic. Individual units within a command may use any one of the types, as long as they are eligible to do so. A fourth type of movement, Withdrawal, is used only when infantry units attempt to leave an enemy ZOC.

7.22 STRATEGIC MOVEMENT

Strategic Movement may be used by In Command units when a Strategic Movement LIM is selected. It may also be used, as Road Strategic Movement, during a C/D LIM Activation or successful Activation during an Orders LIM. There are other limitations to Strategic Movement:

- A unit may NOT use Strategic Movement more than once in the same turn.
- Units using Strategic Movement double (2X) their Movement Allowance. Units using Strategic Movement may take advantage of Roads and Paths.
- Units may not move within three (3) hexes of an enemy combat unit at any time during Strategic Movement, unless the enemy unit could not trace a Line of Sight to the moving unit.
- Regardless of LOS, they may never move adjacent to an enemy combat unit when using Strategic Movement.
- When using normal Strategic Movement (under the Strategic Movement LIM), units *may* move off roads/paths. However, they may not enter any hex that would cost three or more (3+) MP to enter.
- When using Strategic Movement, only one unit is allowed per hex - at ANY time. NO exceptions! Moreover, infantry and cavalry units with at least six SPs *must* use Extended Column markers.
- Units using Road Strategic Movement must start and stay on roads and paths, although they may also use bridges and fords that are part of the road network.

7.23 TACTICAL MOVEMENT

Tactical Movement can be used by all units at all times, except as noted below. It may also be used as Road Tactical Movement. In Tactical Movement, a player may move any of his units up to their printed Movement Allowance.

- These units may NOT enter enemy Zones of Control, although they may move adjacent to enemy units.
- They may use Roads, Paths, Bridges and Fords, as long as such movement does not bring them adjacent to an enemy unit.
- In Command units performing Limited Activation during the No LIM Phase may use Road Tactical Movement.
- Units that are Out of Command but are within range of a Detachment Leader MAY use Tactical Movement if they are on a road or path and remain on a road or path during the entire movement.
- Units using Road Tactical Movement must start and stay on roads and paths, although they may also use bridges and fords that are part of the road network.

Play and Design Note: This rule covers units moving onto the battlefield as reinforcements which have no reason to slow their progress, etc. It also portrays the fact that lower-level commanders were far more at ease following roads.

7.24 COMBAT /OUT OF COMMAND MOVEMENT

Combat Movement is the only method by which units can enter the ZOC of an enemy unit for the purposes of attacking that unit. Units using Combat Movement have their MA halved, rounding up. They may not use roads, paths, bridges or fords. It is used by:

- Activated In Command units (whether Activated by LIM selection or by an Activation attempt during the No LIM Phase) who wish to enter an enemy ZOC.
- In Command units performing Limited Activation in the NO LIM Phase which are not using roads/paths entirely.
- Cavalry units wishing to leave an enemy Zone of Control.
- Out of Command Movement is used during the Out of Command Phase to move units that are either without a Detachment Leader or not on a road/path. Units moving using Out of Command Movement are not allowed to move adjacent to enemy units. Out of Command Movement is otherwise identical to Combat Movement.

Important: A unit using Combat Movement may always move at least one hex, regardless of the movement costs of such movement, as long as the unit is allowed to enter the type of terrain in that hex, and the unit is not prohibited from moving next to any enemy unit or into any enemy ZOC.

7.25 WITHDRAWAL MOVEMENT

A. Withdrawal is the main form of Movement that allows infantry units to leave an enemy Zone of Control. Any infantry unit, including a Disordered unit, that starts in an enemy ZOC may move out of that ZOC only if it Withdraws. Withdrawal is possible only if the unit

- Must Withdraw or
- May Withdraw, if it is under a C/D LIM Activation and In Command

B. When Withdrawing, a unit moves away from the enemy unit one hex and stops, *maintaining its original facing*. Withdrawing units may not enter an enemy ZOC or cross/enter any hex into which movement is prohibited. There is no cost in MPs to Withdraw. However, if a Withdrawing unit withdraws into a hex that would have cost it more than 2 MPs to enter normally, the Withdrawing unit is automatically Disordered. If already Disordered, apply the result as if another Disorder had been applied in Combat.

C. Note that since Withdrawal does not expend MPs, any game function that requires the expenditure of MPs is forbidden to units using voluntary Withdrawal (e.g., Extended Lines may not retract/extend during Withdrawal).

Example: An infantry unit withdrawing into Woods or across a Marshy Stream would be Disordered.

D. **Screening.** If an infantry and artillery unit occupy the same hex in an enemy ZOC, the artillery unit may Withdraw from the hex only if:

- Both units Withdraw together, OR
- The infantry unit remains in the hex, effectively “screening” the Withdrawing artillery unit.

Play Note: See the Assault rules for other methods of leaving an enemy ZOC, *Retreat Before Fire* and *Retreat Before Assault*. Non-phasing units undertake those types of retreat, while phasing units undertake *Withdrawal*.

7.26 LEADER MOVEMENT

A. Combat Leaders and Superior Commanders may move twice per turn, once during their command’s activation (during a C/D Activation, Strategic Movement LIM, or No LIM Activation), and once during the Orders LIM (if the leader movement option is chosen).

B. Overall Commanders may move only during the Orders LIM (Wellington is an exception, see the Overall Commander rules).

C. If a Leader has, at any time during the turn, used his Orders Rating for any purpose, that Leader may NOT use Strategic Movement, and vice versa.

D. Detachment Leaders move only during the Out of Command Phase.

7.3 TERRAIN AND MOVEMENT

The battlefields of Waterloo were/are a relatively flat, gently rolling area of Belgian countryside, just south of Brussels, dotted with villages and farms as well as concentrated areas of woodland to the east.

7.31 GENERAL TERRAIN RULES

A. The types of terrain in each hex or along each hexside have their own costs to enter (such as Woods) or cross (such as streams). Roads and paths tend to speed movement. Each type of unit (infantry, cavalry, etc.) spends different numbers of MPs to enter/cross the various types of terrain. The different types of terrain and their costs are listed on the Terrain Chart and discussed, when necessary, below. Any terrain not listed on the Terrain Chart has no effect on play.

Example: It may cost an infantry unit 3 MPs to enter a woods hex, whereas it will cost an artillery unit 4 MPs to enter the same hex.

B. **Terrain Elevations** usually represent changes of about 20 yards. However, in some places these changes are somewhat steeper and are indicated as Steep Slopes (e.g., 4507-8 on the Wavre West map.) *Crests* represent small rises in elevation not large enough to create an entire plateau of higher elevation, usually the “high point” of that particular location.

Important: A unit in a hex containing two different terrain levels is assumed to be at the lower level.

C. **Cultivated** hexes represent areas containing fields, high grass, felled trees, hedges, and other like obstacles. Most chateaux and walled farms have similar terrain within the grounds, even if it is not represented on the map.

D. **Marsh Streams.** Certain streams have “marsh” symbols along their hexsides (as opposed to hexes with marsh symbols inside them). These hexsides are marshy streams; see the Terrain Chart. Cf. Ligny East 1518/ 1419, a marshy stream hex side, to Ligny East 2020, a marsh hex.

E. **Rivers.** The Dyle River, on the Wavre East map (only), is a major obstacle. It may be crossed only via the six (6) bridges that run from Basse-Wavre down to hexside 2304-2305. Note that the river becomes a ‘deep stream’ just south of that point. Deep streams may not be crossed by Disordered units, and units crossing them are automatically Disordered.

F. If a unit does not have the necessary MP’s to enter a hex - for whatever reason - it may not enter that hex, unless it is moving only one hex in Reduced Movement.

MAP ERRATA: Unfortunately, the Wavre East map fails to indicate where the Dyle changes from a river to a Deep Stream. All hexsides of the Dyle from - and including - 2504/2505 and south are Deep Stream. (Essentially everything north of Limelette is a River).

7.32 ROADS AND PATHS

There are several types of “terrain” that help speed, or ease, movement.

A. **Roads** - paved thoroughfares - negate all other movement costs in that hex/hexside, including elevation costs, when entered from an adjacent hex containing a connected road. Roads are unaffected by Mud.

B. **Paths** are similar to Roads, except they are not quite as “speedy” for some unit types as Roads because they are packed dirt, not paved. Some were only barely that. Artillery and Leaders may use roads, bridges, etc., regardless of the type of movement they are undertaking. Paths are affected by Mud.

C. **Bridges** exist only where there is a specific “Bridge” icon across the river/stream. Bridges negate the cost of crossing a river/stream.

Exception: No unit may ever use a bridge to move adjacent to an enemy combat unit.

D. **Fords** exist where a path or road would be continuous except that a stream interrupts it. (There are no fords across the Dyle.) Fords negate the cost of crossing streams for infantry and cavalry, but not artillery; see the Terrain Chart. Fords are NOT usable during Rain Turns.

Important: Units using Reduced Movement, Withdrawal, or Retreat may NOT use Roads, Paths, Bridges or Fords.

E. **River Bridges.** The rules pertaining to units attacking across River Bridges are different from those for units attacking across bridges over streams:

- Units may Shock across a River Bridge. If they do so, they have their SPs halved (rounding down). Additionally, they add 1 (+1) to any ‘d’ die rolls that result from that combat.
- Units may cross a River Bridge to enter an Enemy ZOC.
- If a unit must retreat across a River Bridge, it doesn’t simply Retreat. Instead the player has two possible results to choose from; the unit stays in place and loses a Step (in addition to any others caused by the combat), or the unit Routs.

Important: ZOCs do NOT extend across River hexsides, but they do extend across River Bridge hexsides. This is important in terms of leaving ZOCs and moving into them, etc.

F. When using ANY of the above, only one combat unit is allowed in the hex - regardless of size - at ANY time.

7.33 BUILDINGS, VILLAGES, WALLED FARMS AND CHATEAUX

A. Walled farms/chateaux and villages are differentiated as to their accessibility and defensive capabilities. Walled farms and chateaux are better defensive positions than villages usually because of the presence of extended walls, fences, hedges, etc. See the rules for Chateaux/Walled Farms for usage of the numbers next to each hex.

B. A **Village** hexes is any non-walled farm/chateau hex that contains two or more buildings.

Example: Mt. St. Jean hexes 2926 and 3230 are villages. Hexes 3029 and 3229 are not.

C. Non-walled farm/chateau hexes with just one building in them are not walled farms/chateaux, villages nor anything else... other than the other type of terrain in the hex (usually clear or cultivated). However, a single “building” hex does provide minimal protection (+1 to an attacker’s Shock DRM) against Shock attacks.

D. Several **Built-Up Village** hexes in the towns of Ligny and Wavre have an added defensive benefit for units in those hexes: If Shock attacked, there is a +3 DRM for the attacker (as opposed to the usual +2 for a village hex). Infantry units in such a hex receive a 1R column shift when they Fire. There is a 1L column shift for all Fire into such a hex.

E. Built-up Village hexes may be entered only on roads or paths by artillery and cavalry.

Design Note: The areas around Ligny and Wavre were much more heavily populated than other areas. The hexes in question usually - and typically - featured dense, narrow streets, walled farmhouses or large churches provided the benefits listed.

7.34 RAPID ADVANCE

If the Player wishes, he may reduce the cost of entering a Woods hex for infantry or cavalry, or a Village or Walled Farm/Chateau hex for cavalry. The cost of each is reduced to ‘2’. However, any unit that uses such reduction must roll for Disorder (as if a ‘d’ result was applied in Combat) when it has finished movement and, in doing so, adds one to the die roll for each hex over one moved through using Rapid Advance.

Example: A cavalry unit using Rapid Advance to move through two woods hexes adds one to its Disorder die roll.

7.4 ENEMY UNITS AND MOVEMENT

A. A friendly unit may never enter a hex containing an enemy combat unit. A unit must stop moving when it enters an enemy Zone of Control, and artillery units may not move into an enemy ZOC unless a friendly infantry or cavalry unit already occupies that hex. There are further restrictions concerning enemy Zones of Control.

B. A friendly combat unit *may* enter a hex containing only an enemy leader, in which case the player owning the leader immediately rolls for leader elimination. If the leader survives, he is immediately placed with the nearest combat unit in his Command.

Play Note: Note the difference between entering an enemy ZOC and moving adjacent (but, obviously, not into the ZOC), which is less restrictive.

7.5 MOVEMENT OF REINFORCEMENTS

A. Arriving reinforcements may enter under any LIM that would allow them to move. The LIMs for units scheduled to arrive during a turn are eligible to be placed in The Pool when noted under the Reinforcement schedule. If no such LIM is selected, they arrive during the NO LIM or Out of Command Phase, whichever applies.

B. If more than one unit enters through the same hex, the first unit pays the cost of the entrance hex, the second its cost plus that of the first, and so on. Reinforcements may not enter a hex occupied by enemy units, but may enter an enemy ZOC if the rules otherwise allow.

C. Units unable to enter because of the presence of enemy units may enter through any hex within three hexes of the original entrance hex in the following turn.

8. COMBAT

Units attack enemy units, hoping to cause casualties and/or to try to force them to retreat. Units engage in combat when their Command is Activated under a LIM that enables them to attack (a C/D, Artillery, or Grand Battery LIM, or a successful Activation during an Orders LIM or the No LIM Phase). Combat occurs as Artillery Fire (artillery units only) or Assault, which is divided into Fire (infantry only) and Shock (infantry and cavalry).

Design Note: For small-arms (muskets) "Fire" combat represents, for the most part, units firing at each other towards the far end of the range of effectiveness for these weapons: 150+ yards. Closer-ranged fire is part of Shock, which is why most of the 'casualties' occur in that table. In this way we can represent, albeit abstractly, the tactics of firing at range, closing, firing again, and then - the series of volleys having hopefully softened and disorganized the enemy - closing for the hand-to-hand melee.

8.1 ARTILLERY FIRE

Artillery units may fire at enemy units within range and to which they have a Line of Sight. An artillery unit is never required to fire. Artillery fires during a Command's Activation, and is separate from Assault. Artillery may also fire as Reaction Fire against adjacent units during the opposing player's Assault Combat.

8.11 GENERAL ARTILLERY FIRE PROCEDURES

A. To fire artillery, the firing player states which unit(s) are firing at which hex. He notes the Fire Strength of the unit(s) firing into a given hex and then locates the corresponding column on the Artillery Row of the Fire Table. Thus, 5 Artillery Strength Points would fire under the 4-6 column (unadjusted) on the Artillery Line. Artillery using Reaction Fire double (2x) their strength.

B. Artillery may not move and fire in the same phase. Use the artillery "Moved" and "Fired" markers to remind you of the applicable status. In addition, artillery may NOT Fire at units that are "Engaged", unless such enemy units are engaged with the unit(s) in the artillery unit's hex.

8.12 COMBINING ARTILLERY FIRE

A. Normally, artillery units must each fire separately; they may not combine their fire strengths if

- B. Artillery may combine fire strengths if
 - They are all firing at the same Range AND
 - They are within range of their Artillery Commander or stacked together.
- OR
- They are Activated under the Grand Battery LIM (French Player only)
- C. There is no limit to the number of times a target may be fired at in the Artillery Fire Segment.
- D. Artillery units may fire through their Front or Flank hexsides.
- E. Artillery units cannot split their fire into separate hexes.
- F. If an artillery unit (or units) is alone in a hex in an enemy ZOC and wishes to fire, it must fire at the enemy unit exerting the ZOC.

G. Defending artillery, like any other defending unit, must fire at its attacker (if it can). Otherwise, it is free to fire any target within range.

H. Each artillery unit has a maximum range, printed on the counter - usually 4 hexes, although there are a handful of guns with a range of 5. Artillery may not fire at a unit that is outside its maximum Range. An artillery unit firing at a target at its maximum (printed) range subtracts one (-1) from the die roll. Thus a 5-range unit firing at five hexes will cause one to be subtracted from the die roll (-1).

Design Note: The range restrictions reflect artillery doctrine, rather than the absolute maximum range "capabilities" of these guns. Guns were rarely (try never) fired at distances of more than half a mile... which is about what four hexes represent here, give or take a few spare yards. The 12-pounders had a doctrinally effective range of about 250 extra yards, so they get one additional hex in range.

8.13 ARTILLERY LINE OF SIGHT (LOS)

Artillery units firing at a Range of two or more hexes may fire only at targets to which they can trace a Line of Sight (LOS). LOS is traced from the center of the firing hex, through the front or flank of the unit (NOT the rear; you cannot 'see' through the rear of a unit) to the center of the target hex. If the LOS is blocked, fire is not possible.

- A LOS between enemy units on the same elevation level is blocked by Woods, walled farm, chateau or village hexes on the same elevation, or by any hex at a higher elevation.
- A LOS between units at different elevation is blocked by Woods, chateau, walled farm or village hexes of the same or higher elevation than either the firing or target unit.
- Combat units on the same level as the target and firing unit block LOS if they are closer to the target than the firing hex. If the unit is exactly halfway, it does not block LOS.
- Combat units at a lower level than both the target and the firing unit have no LOS effect.
- When the units are at different levels, combat units only block the LOS when they are adjacent to the target unit.
- If the LOS runs down the hexside, and LOS could be blocked by the terrain in either hex or units in *both* hexes adjacent to the hexside, consider it blocked.

- Crests do NOT block Line of Sight if the firing unit is on the same level or higher than the level the crest is on.
- Crests do NOT block Line of Sight if the firing unit is on the same level as the crest and the target is in the hex that contains the crest. If it is not in the hex, LOS is blocked.
- If the firing unit is on a lower level, they DO block LOS.
- A target unit gets a Reverse Slope Benefit of one column to the Left adjustment (1L) on the Fire Table if an artillery unit is firing through any part of a Crest hexside that is part of the target hex. If more than one artillery unit is firing combined, this defensive benefit applies only if all such fire is directed through that Crest.

Example: Guns in MSJ 2519 could fire at a target in MSJ 2917, but the same guns in MSJ 2619 could not.

Design Note: About the only benefit the slight changes in elevation had on the battlefield were in the slightly negative effect they had on artillery fire against units on the reverse side of the gentle slopes. The angle of fire reduced the ricochet/bounce-through effect of the cannonballs. Wellington, a master at assessing defensive positions, used this to great advantage at Mt. St. Jean. However, take a look at where Bijlandt's Dutchmen are in that battle. Makes one wonder what they did to earn such an exposed position.

8.14 CREW CAPABILITY

- The French Player adds one (+1) to all his artillery die rolls.
- The Prussian Player subtracts one (=1) from all his artillery die rolls.

Design Note: These reflect the capabilities and training levels of both armies. The Anglo-Allies have no such adjustment, either way. Actually, the British artillery is rather poor because of doctrine, rather than manpower capability. The batteries are small, and they're dispersed through the divisions, so that their effect is almost negligible, as you shall soon see.

8.15 FRENCH GRAND BATTERY

A. Grand Battery French Artillery units (only) may use Grand Battery Fire to not only combine their fire but to increase their effectiveness. French artillery units can use Grand Battery only when the "Grand Battery" LIM is chosen and they satisfy the command range requirements.

- All artillery units within range of either Ruty or St. Maurice may - not must - combine their fire into Grand Battery Fire. They may fire separately or combined.
- Artillery firing in Grand Battery triple (3x) their strengths.
- Grand Battery Fire may not be used in more than two consecutive turns.

Design Note: Only the French, whose artillery corps was truly elite, were capable of this kind of massed battery fire, and they could use it quite effectively. The Prussians had a rudimentary system for such in place, but it was not tremendously effective and their gunners were not well trained. The British NEVER used massed fire, mostly because they had no experience, doctrine or training for such.

8.2 ASSAULT COMBAT

8.21 TYPES OF ASSAULT COMBAT

A. Assault is divided into Fire and Shock. Both attacker and defender will trade fire and then the attacker will attempt to close with the enemy for hand-to-hand combat.

B. Different unit types have different Assault capabilities:

- Infantry may Fire and/or Shock
- Cavalry may only Shock
- Artillery does not participate in Assault except in defense, when it Reaction Fires.

Design Note: Granted, this rule is pretty much a homogenization of Napoleonic tactics. However, this game does not purport to be - nor does the scale allow - a definitive examination of such tactics. If interested in exploring these, we recommend the estimable Napoleonic battle games by Clash of Arms game company.

C. Assault takes place after all units of the Activated Command have moved. Attacker artillery fire is resolved separately from Assault, during the Artillery Fire segment of the C/D LIM Activation.

8.22 ASSAULT RESOLUTION PROCEDURE

Units Assault enemy combat units during their Command's Activation. The basic procedure and sequence for resolving each individual combat is as follows. For steps A-G, resolve each step for all Assaults before moving on to the next step.

A. **Assault Designation Step:** The attacker designates which of his units are attacking which of the defenders units, noting each separate combat with Assault or Charge markers.

B. **Square in Reaction Step:** Unengaged defending infantry that are not D-2 being Charged by cavalry may attempt to form Square.

C. **Retreat Before Fire Step:** Infantry that is not Disordered, Routed, in Square, in an enemy cavalry ZOC, and can retreat into a hex not in an enemy ZOC may retreat one hex, adjust facing, and become Disordered.

D. **Artillery Reaction Step:** Defending artillery may fire (at 2x their Fire Strength) at any assaulting units in adjacent hexes.

E. **Simultaneous Fire Step:** All attacking and defending infantry units fire once, if eligible to fire, resolving separate fires against their designated target hexes.

F. **Retreat Before Shock Step:** Infantry units that are not Disordered, Routed, in Square, in an enemy cavalry ZOC, and can retreat into a hex not in an enemy ZOC can attempt to Retreat Before Shock.

G. **Shock Commitment Die Roll Step:** Each unengaged, Infantry or Light Cavalry attacking unit checks to see if it closes for Shock combat by making a Commitment Check. Remove the Assault/Charge markers from those units that fail the Commitment check.

H. **Shock Resolution Step:** The attacking player resolves the Shock portion of the Assault, one combat at a time, in the following sequence:

1. **Charge Reaction:** Non-disordered units that are not in Square, but are defending against a Charge must roll for Charge Reaction.
2. **Determine Shock Ratio:** The players compare the combat strengths of the opposing sides to obtain a Shock Ratio.
3. **Determine any Die Roll Adjustments.** Before rolling the die, the players check the Shock Table to see what, if any adjustments are made to the Shock die roll.
4. **Resolve the Shock.** Having determined the Shock ratio, the attacking player rolls the die, adjusting the die roll with any applicable modifiers. He consults the Shock Table under the appropriate column, cross-referencing it with the die roll (row).
5. **Combat Results Implementation.** Combat Results are immediately applied.
6. **Place Engaged Markers.** For all *infantry* units that were involved in Shock combat that remain in the hexes they began the Shock combat in, and are still adjacent to one or more of the units they fought in Shock combat, place an 'Engaged' marker on the unit. Do *not* place Engaged markers on Chateau Intrinsic Defense, units in Square, or Cavalry.
7. **Determine Cavalry Pursuit (Cavalry Charges Only).** If the Charge was successful, resolve Cavalry Pursuit (Optional Rule).
8. **Automatic Disorder.** All attacking Cavalry units that either Charged or engaged in normal Shock are Automatically Disordered. If the cavalry did not participate in Shock combat, either as a result of Charging or normally, there is no Automatic Disorder. All defending cavalry and infantry not in Square that were Charged/Shocked by enemy cavalry are also Disordered.

8.23 WHO MAY ASSAULT?

- Infantry may Fire into their Front and Flank hexes
- Infantry and Cavalry may Shock units in their Front hexes.
- Units that start a No LIM Phase adjacent to an enemy unit must either Withdraw or Assault if they choose Limited Activation
- Disordered units may not voluntarily enter an enemy ZOC. A D-1 unit that is already in an enemy ZOC may assault. If there are both Disordered and non-Disordered attacking units, the attacker has a choice:
 - a. D-1 units do not Assault or
 - b. D-1 units do Assault and take the adjustment
- D-2 and Routed units may NEVER Assault (either Fire or Shock).

8.24 WHO MUST ASSAULT?

- Any unit with an Engaged marker that has an enemy unit in its ZOC when its Command is Activated must either Assault or Withdraw.
- Units that start a No LIM Phase Limited Activation adjacent to an enemy unit must either Withdraw or Assault

- Cavalry units that moved adjacent to an enemy unit must Charge (see Cavalry Charge rules).
- No unengaged unit is required to Assault, unless it is cavalry that has moved adjacent to an enemy unit in that phase (even if the Cavalry unit was Disordered). However, the player must designate - place 'Assault' or 'Charge' markers on - those units he wishes to use in an Assault.

8.25 MEETING ASSAULT REQUIREMENTS

Units that Assault may Fire and Shock, Fire without Shock, or Shock without Fire... although the latter may still draw enemy Fire. There are certain requirements:

- If a unit Assaults, it must Fire and/or attempt to Shock (roll for Shock Commitment) *all* enemy units in its Front hex ZOC (This is most important when using Extended Lines).
- A unit that Fires satisfies the Assault requirement against a target unit
- A unit that rolls for Commitment satisfies the Assault requirement to Shock if it hasn't Fired, even if the Commitment die roll fails.
- Engaged Units that do not Withdraw must attempt to Shock.
- In the case of multiple units assaulting several enemy units, the attacker may allot his assaults in any way he sees fit, as long as the Front Hex requirement is met.
- A single unit may Assault more than one enemy unit, but it may never split its strength into two or more separate attacks in the Shock portion of the Assault (although it may split its Fire).
- A single defending unit may be Shocked by more than one attacking hex.
- A defending unit may be Fired at more than once per Activation, although it may be Shocked only once per Activation.
- All designated Fire must take place; Shock is voluntary if Fire has occurred. The attacker decides whether to Shock or not after the Fire resolution is completed.

Thus an attacking unit that has two enemy units in its two Front hexes may Fire at both, or Fire at one and attempt to Shock the other.

Example (Mt. St. Jean): The French have infantry in 2342 and 2442. Prussian infantry is in 2443 and 2542. The French Player has declared that A will attack Y and B will attack Z. In the Simultaneous Fire Step, fire by Y Disorders A; there are no other Fire results. The French Player now has several choices:

- 1) Continue with the attacks as originally planned, except that A Shock attacks Disordered (D-1).
- 2) Resolve the B vs. Z Shock and leave the A vs. Y unresolved. Even though Y is in B's ZOC (and vice versa), the fact that A fired at Y absolves B from the necessity of adding Y to its attack.
- 3) Have B Shock attack both Y and Z together; A sits.

8.26 RETREAT BEFORE FIRE

A. Infantry (only) that is about to be assaulted by enemy infantry may Retreat Before Fire if the unit is:

- Not Disordered or Routed
- Not in Square
- Not in an enemy cavalry ZOC
- Able to retreat into a hex which is not in an enemy ZOC.

B. Retreat Before Fire is *always* successful. The unit is retreated one hex, can change facing as desired, and is automatically Disordered.

C. The attacking enemy infantry *may* advance into the vacated hex after this retreat and reface, but is considered finished Assaulting, and may NOT Shock attack. Note that this advance is *not* mandatory.

D. Units wishing to Retreat Before Fire into a friendly-occupied hex they normally could not enter because of Stacking restrictions may use Displacement to do so.

8.27 RETREAT BEFORE SHOCK

A. Retreat Before Shock is not automatic. Units attempting to Retreat Before Shock must make a Cohesion Check.

- If the die roll is lower than the unit's Cohesion Rating, the unit can retreat one hex, maintaining its facing, and become automatically Disordered.
- If the die roll is exactly equal to the unit's Cohesion Rating, the unit may not retreat. It remains in the hex with no adverse affect.
- If the die roll is lower than the unit's Cohesion Rating, the unit immediately Routs.

B. The attacking enemy infantry may advance into the vacated hex after this retreat, but is considered finished Assaulting (other than to change facing). Note that this advance is not mandatory.

C. Units wishing to Retreat Before Shock into a friendly-occupied hex they normally could not enter because of Stacking restrictions may use Displacement to do so.

8.3 FIRE COMBAT

8.31 ARTILLERY REACTION FIRE

In the Artillery Reaction Fire Step, defending artillery may fire at any assaulting unit in their Front or Flank hexes. They double (x2) their Fire Strength when so doing. This is the only type of artillery fire allowed during Assault.

8.32 SIMULTANEOUS FIRE

A. Infantry units exchange fire in this phase. Attacking infantry units use Attack Fire, while defending infantry units use Reaction Fire.

- **Attack Fire:** The Attacking player may satisfy his infantry units' Assault Requirements by Firing, using the Fire Table to resolve that portion of combat.

- **Reaction Fire:** A defending infantry unit MAY fire against any units in its ZOC that have been designated for Assault

B. **Splitting Fire:** An infantry unit that has enemy units in both of its Front hexes may split its fire to attack both hexes, separately, as long as a maximum of 4 SPs combined fires out of the hex. When splitting fires, the SPs must be divided as evenly as possible, and all Fire rules must be followed.

Example: A unit with 8 SPs in QB2926 has two enemy units in its ZOC, in 3026 and 3027. If it wished to fire into both hexes it could fire 2 SPs into 3026 and 2 into 3027, as its maximum fire strength is 4. However, if the firing unit were extended, 2926-7, it could fire 4 SPs into 3026 and 4 into 3027 (or all 8 into 3027).

C. Combining small arms fire is prohibited.

D. Simultaneous Fire is resolved using the Infantry line on the Fire Table. When both players are firing, all results are applied simultaneously; i.e., if the attacker fires and causes a unit to become Disordered, that unit may still fire back as if it were not yet Disordered.

E. Remove Assault markers from units after they Fire if they have fulfilled the Assault requirements and will not perform Shock Combat.

Design Note: There are no adjustments for Flank or Rear Fire, as Fire in this Phase takes place at some distance. Flank/Rear Fire is 'built in' to the Shock segment.

8.4 SHOCK COMMITMENT

Design Note: This rule is in effect to represent the capabilities and initiative of lower-echelon leaders and, to a somewhat lesser measure, the aggressiveness of their troops. Combined with the Reduced Movement rules, it simulates the difficulty of moving a large unit into battle. Some units will have far less trouble doing this than others.

8.41 COMMITMENT CHECK REQUIREMENTS

A. All attacking Infantry and Light Cavalry units that are designated to Shock an enemy unit must make a Commitment Check. This is done by rolling a die and comparing it against the units Commitment Rating (or Cohesion Rating for Light Cavalry). If the unit passes the Commitment Check by rolling equal to or less than the Rating, the unit must Shock attack. If the die roll fails, the unit cannot Shock attack.

B. No Commitment Check is needed if the attacking units involved are ALL Engaged.

C. Heavy Cavalry units do NO have to make Commitment Checks.

D. A unit that is within Command Range of its Combat Leader at the instant it wishes to Shock may augment its Commitment Points by adding one or more of that Leader's available Commitment Points. Commitment Pints are a finite number of points available each turn for such use. Thus, Zieten (Prussian) has 4 Commitment Points to expend in any single turn. He may give all, some or none to any unit at any time they are needed, as long as the receiving unit is in range at the instant they are needed and Zieten does not expend more than four during the turn.

E. When an infantry attempts to Shock a Cavalry unit, add 3 (+3) to the Commitment die roll. This applies regardless of the state of the Cavalry... Disordered or even Routed!

Example: The 12 Line, 24 Line, and 1 WstLW units of the Prussian I Corps are in range of their Combat Leader, General v. Zieten. The Prussian Player wishes to attack Baudin's Brigade (6/II) with all these units. He rolls a '4' for the 12 Line, so it may Shock. The Prussian Player now takes 3 of Zieten's CPs and gives them to the 1 WstLW to make that unit's Commitment Rating a '5'. He rolls the die, gets a '2', and the 1 WstLW may Shock attack. He now rolls for the 24 Line (again, still in Zieten's range) but transfers no CPs, as he may need them later for other I Corps units. This time he rolls an '8', which is more than the 24th's Rating, so it may not Shock attack. Two of the three units ordered to Shock are now capable of doing so.

Design Note: Our research, as well as helpful commentary from some of our more knowledgeable playtesters, could not show one instance where infantry successfully attacked a cavalry unit that was in any sort of cohesive state. While infantry could be very effective, defensively, against cavalry, their offensive capability was mostly limited to firing at them, from which the cavalry could ride away with ease. See the rules on Cavalry Charges for additional effects of infantry Shock attacking cavalry.

8.5 SHOCK RESOLUTION

8.51 RESOLVING SHOCK ATTACKS

Design Note: The Battles of Waterloo Shock Resolution system attempts to reproduce and simulate the battle factors peculiar to the Napoleonic era, yet keep the game's complexity from running rampant. To do this we have used a fairly simple resolution table for which the single die roll is adjusted by a large number of possible modifiers. To make using and applying these easier, we have grouped the modifiers according to who they affect, and what is the reason for their effect. The list may look daunting, but, hopefully, our organizational skills, and your ability to assimilate information at a glance, have made it less so.

A. The attacking player resolves all Shocks according to the Shock Procedure detailed previously. He resolves each individual Shock to its completion, including retreats, advances and pursuits, before resolving the next Shock.

B. Each individual shock attack often takes into account factors other than just the sheer numbers involved (the odds ratio). These factors are integrated as adjustments to the resolution die roll, with the exceptions of Cavalry Charge multipliers and the halving effects of Square.

8.52 ODDS RATIO DETERMINATION

The attacker compares his total SPs to that of the defender and reduces that comparison to a simple set of odds - those given on the Shock Table - rounding off in favor of:

- The Attacker, if the defender occupies terrain that receives no Shock benefit on the Terrain Chart AND any attacker used movement during that Activation

- Otherwise in favor of the Defender.

8.53 SHOCK ATTACK DIE ROLL MODIFIERS

There are four basic types of die roll adjustments, some of which benefit the Attacker, some the Defender, some both. All Shock DRMs are listed on the Shock Table. These are categorized as follows:

A. **Position Adjustments** are those adjustments that are based on the relative positions of the attacking and defending units. Note that if any part of a unit is attacking through the flank or rear, the attacker gains the appropriate adjustment.

- Attacking through Rear hexes only
- Attacking through Flank hexes only
- Attacking through two different hexes
- Surrounding, in which attack comes through Front, Flank and Rear hexes.
- Combined Arms, in which cavalry and infantry combine to attack enemy infantry and/or artillery. This DRM is in effect even if the units are in Square.

Design Note: You will notice that it is more advantageous to attack from the Flank than from the Rear. This reflects the fact that it was generally more difficult for a non-square formation of the era to move and reform troops to its flank than its rear.

B. **Cavalry Adjustments:**

- Heavy Cavalry Charging through a defender's Frontal Hex
- Heavy Cavalry Charging Light Cavalry
- Heavy Cavalry Charging Disordered (D-1 or D-2) Infantry
- Defending Heavy Cavalry against Attacking Light Cavalry

C. **Morale/Disorder Adjustments:**

- Elite (*) / Crack Elite (**) apply to the stars some units have on their counters. These DRMs apply for EACH unit involved.
- Disorder/Routed DRMs apply if any such unit is involved. There is no additional modifier if more than one unit is Disordered/Routed, however, always use the most favorable DRM for the Attacker.
- This category also includes a DRM for a sole attacker or sole defender with only one remaining step.

D. **Terrain Effects Adjustments:**

- Apply DRMs listed on the Shock Chart for the terrain in the hex the defender occupies and that of the hexside(s) the attacker Shocks across. DRMs are cumulative unless the Terrain Chart states otherwise.
- The only Terrain benefit for the Attacker is attacking downhill. See the Shock Table for these modifiers.

E. **Miscellaneous Adjustments:**

- Odds: Whenever a combat's odds ratio is greater than 6-1 or less than 1-4, a DRM is added or subtracted for each additional level, to a maximum of +/- 6. Thus, 10-1 odds would be resolved as 6-1+ odds, with a -4 DRM, while 1-10 odds would be resolved as a 1-4 combat, with a +6 DRM.

- Extended Lines: A +2/-2 DRM applies if either the attacking or defending unit is in Extended Line.
- Ney: The French player gains a -2 DRM if any attacking unit is stacked with Marshal Ney
- Wellington: The Anglo-Allied player gains a +2 DRM if any defending Anglo-Allied unit is within one hex of Wellington.
- Wet Fuses (Optional): If using the optional Wet Fuses rule, if any attacker/defender has wet fuses, there is a +2/-2 DRM.

8.54 ENGAGED UNITS

The following restrictions apply to units marked with an Engaged marker and the hexes they occupy:

- Artillery cannot fire into an Engaged hex.
- An Engaged unit must Assault or Withdraw when its Command is Activated.
- Cavalry is never Engaged.
- Chateau Intrinsic Defense and units inside of a Chateau are never Engaged.
- Engaged units cannot enter or leave Square
- Engaged units cannot provide support to a Chateau hex.
- Engaged units cannot Rally or provide step recovery for Chateau Intrinsic Defense.

8.55 COMBINED ARMS SHOCK ATTACKS

A. A Combined Arms Shock Attack is one in which both cavalry and infantry Shock attack against the same defending infantry and/or artillery unit(s).

Play Note: Combined Arms will occur only when the command that is active contains both cavalry and infantry, e.g., a French Corps, and both the attacking infantry and cavalry would each be able to attack under the normal Assault rules.

B. If any defending unit is cavalry, or the attack is against a Chateau, Combined Arms does NOT apply.

C. Combined Arms DOES apply against infantry units in Square.

D. A Combined Arms attack follows the standard Assault procedures, including fire by infantry, except that the Cavalry and Infantry get to combine their strengths, even if they have been adjusted. All DRMs apply, however, there is an additional -2 DRM when resolving the Combined Arms Shock Attack.

E. After the Combined Arms attack is resolved, attacking cavalry and defending infantry not in Square still suffer the Automatic Disorder detailed in the Cavalry Assault (Charge) rules.

Example: A 7 SP infantry units Assaults a 9 SP infantry unit. In addition, a 4 SP Heavy Cavalry unit charges the defender from the Flank. The defender does not go into Square, but passes Charge Reaction, and defends normally. The defenders had used Reaction Fire during the Simultaneous Fire segment, and all Commitment die rolls have been passed. The attacker now determines that he has 19 attacking SPs; 7 for the infantry and 12 (4 x 3, for HC charging into the Flank) for the cavalry.

That gives the attacker a 19-7 ratio, rounded to favor the attacker, because the cavalry is moving to charge, to 3-1. In addition to the -4 DRM for attacking from Front and Flank, the attacker will also receive a -2 DRM for the Combined Arms attack.

Design Note: *This rule combines into one die roll what would most likely be a succession of attacks... to do otherwise would make this area far more complex than we have any desire to make it.*

8.6 CAVALRY ASSAULT (CHARGE)

8.61 CHARGING CAVALRY

Cavalry units usually Shock by ‘Charging’. This section covers the rules peculiar to effecting such a charge, as well as how ‘effective’ it could be. Cavalry not charging uses normal Shock rules, above.

A. There are two types of cavalry - based on their weaponry, training and/or the horses they rode - Light (light colored horses on their counters) and Heavy (dark colored horses on their counters). Heavy cavalry was more suited to Shock, while their lighter counterparts usually - but not always - played different roles (scouting, screening, etc.).

B. Cavalry - and particularly ‘heavy’ cavalry - could be especially effective against infantry... under certain circumstances. Shock attacks by cavalry against Routed infantry unit are not resolved on the Shock Table. Cavalry versus unrouted infantry and all cavalry is always resolved using the normal Shock Table. Light cavalry, less ‘trained’ for Shock than other chores, requires a Commitment die roll to Shock attack, Heavy cavalry does not. Remember, cavalry can NOT Fire.

C. A cavalry unit that moves and Shock attacks in the same Phase is Charging. Cavalry units that move adjacent to an enemy unit MUST Charge that unit... even if they are not eligible for the Charge multipliers, below. A cavalry unit that starts adjacent to an enemy unit may not Charge, although it may still Shock normally.

8.62 CHARGE STRENGTH MULTIPLIERS:

In order to receive the Charge Strength Multipliers, ALL of the following conditions must be met:

- The target enemy unit must occupy a Clear hex
- The movement portion of the Charge did not go through a Woods, marsh, village, chateau or cultivated hex, or cross a Deep Stream, River (even by Bridge) or Steep Slope.
- At the end of the cavalry unit’s movement, a stream or river hexside does not separate the cavalry unit’s hex from the defending unit’s hex.
- The target enemy unit cannot be cavalry or infantry in Square
- The cavalry unit must be able to trace a Line of Sight to the target before it starts moving.
- The cavalry unit must be in Reduced Movement Range.

If it can satisfy all the above conditions, the Charging unit earns the following benefits, each dependent upon the position of the attack:

Type/Position	Multiplier
Heavy Cavalry through Flank	Triple (3x) Printed Strength

Heavy Cavalry through Rear	Double (2x) Printed Strength
Light Cavalry through Flank	Double (2x) Printed Strength

Strength adjustments are made before calculating Shock Table odds ratio.

8.63 FRONTAL CHARGES

A. When Heavy Cavalry Charges through a defending infantry unit's Front hex, and the infantry unit is not in Square, there is a -1 DRM to the ensuing Shock Combat.

B. Additionally, if either Flank hex of the infantry is not occupied by or in the ZOC of another friendly unit, the cavalry unit gains the benefit of a Flank attack (3x Printed Strength). It does not have to move into that Flank hex (it may be any type terrain that cavalry can enter); it simply resolves its Shock/Charge with the Flank benefit (... but only if it satisfies the conditions for the Charge Strength Multiplier listed above).

C. Light Cavalry never gains the -1 benefit for charging the Front hex, but may gain the Flack attack benefit if it is Reaction Charging.

Example: The Prussian 1st Silesian Landwehr infantry is in MSJ 2329, facing SW; there are no other Prussian units in the area. Creux's French Heavy Cavalry (14/IV Res) is in 2125. It can 'see' the Prussians. The French Player charges with Creux, but the only hexes Creux could reach are the Prussian's Front hexes, either 2328 or 2229. However, as the 1st Silesians are 'unsupported' - their flanks are unprotected - even though Creux can reach only a frontal hex it is considered to be making a Flank Attack, for which it triples its strength (from 4 to 12) and earns a -3 adjustment to the die roll, for a Flank position attack. Thus, instead of attacking at a 1-1.5 (4-6), it is attacking at 2-1 with a good adjustment!

Historical/Design Note: Charging heavy cavalry, when confronted with such an 'isolated' target, would have the front 'row' charge frontally, while the rear troopers would 'peel off' to either side and circle around to the flanks, effectively hitting the infantry from all sides. It was very effective... and the reason why infantry invariably went into Square, in which there were no flanks. The effect applies only to Heavy cavalry in the game as an expression of training and 'mission', rather than the ability to do so.

8.64 INFANTRY ASSAULTING CAVALRY

If infantry (only) moves and Assaults undisordered cavalry, or if infantry attempts to Shock undisordered cavalry, the cavalry has the capability to do one of two things:

A. **Cavalry Retreat:** It can Retreat before Fire or Retreat Before Shock either one or two hexes, before the Fire or Shock is resolved. The cavalry unit suffers no Disorder (unlike infantry) after either type of retreat.

- The unit may not retreat if it is Routed, in an enemy cavalry ZOC at the time, or its retreat would move it into an enemy ZOC.
- If the unit is Disordered, it may retreat (again, unlike infantry), but it must roll against its Cohesion Rating. If the die roll is higher than the units Cohesion, the unit Routs.

- The attacking enemy infantry may advance (one hex) into the vacated hex but may not do anything else.
- Displacement may be used.

OR

B. **Reaction Charge:** It can immediately Reaction Charge the infantry. In this case:

- The cavalry becomes the attacker, and all rules - especially the above Frontal Charge rules - apply.
- Light Cavalry may take advantage of the Flank multiplier rules, however, the multiplier is 2x, not 3x.
- The Charging cavalry may 'attack' only the unit that was originally attacking it.
- This Charge is resolved instantly, before any other unit moves/attacks.
- The now-defending infantry may NOT attempt to go into Square, nor may it continue with its Assault.

C. Disordered cavalry units MUST choose to Cavalry Retreat. It may not choose to Charge. It may, however, stand and defend at the owning Player's choice.

8.65 CHARGE REACTION

When cavalry charges an enemy unit that is not in Square, that defending unit may react in one of several ways to the attacking cavalry, depending upon the type of unit it is and how good its Cohesion. In the Charge Reaction Segment, the defending player makes a Cohesion Check for each non-Disordered unit which is not in Square that is defending against a Charge, and applies the results as shown on the Charge Reaction Table. Note:

- Disordered units do not make Charge Reaction checks.
- In a Counter-charge there is no movement. It simply means that the attacking unit gains NO DRM or Strength change benefits from charging.
- If cavalry is not Charging, but only Shock attacking, the defender simply stands and defends.

8.66 SPECIAL CAVALRY CAPABILITIES

A. If a Heavy Cavalry unit (with or without accompanying infantry) Charges a Disordered enemy infantry unit, even if stacked with artillery, there is a die roll adjustment on the Shock Table of -2 (in addition to the usual adjustment for attacking a Disordered unit). In addition, any 'additional' Disordered results to the defenders (either a 'D' or a Disorder from a 'd' die roll) are treated as automatic Routs.

B. If any shocking or charging (attacking) cavalry unit was a Lancer, and the defending unit is not in Square, add two (+2) to any 'd' or 'r' die rolls incurred by the defenders.

C. Cuirassier units in Shock combat subtract one (-1) from any 'd' die roll.

D. If any cavalry unit (light or heavy), even if Disordered, charges a Routed enemy *infantry* unit, the latter is automatically eliminated at the conclusion of the Shock Commitment Die Roll Step of the Assault

Sequence. If the charging unit fails its Commitment die roll, the automatic elimination does not apply.

E. As noted in the Chateau rules, Cavalry may be used to gain control of an empty chateau, but they may not be used for Support or Chateau Intrinsic Defense Recovery.

F. Cavalry attacking Chateaux have an effective Shock Strength of '1', regardless of what their printed strength is, in addition to any other terrain effects.

Play Note: Obviously, this is not a recommended tactic.

Design Note: The shock attack advantage of lancers is obvious. Cuirassiers' benefits accrue from their armor, which benefited them in Shock but did not against Fire, as the enemy had learned to shoot at their horses, instead.

8.67 AUTOMATIC DISORDER AND BLOWN CAVALRY

A. Regardless of the result of the Shock combat, after concluding the attack all cavalry units (attacking or defending) and all infantry units which defended against a Charge or Shock but are not in Square are Automatically Disordered. If using the optional Pursuit rules, Automatic Disorder is applied at the conclusion of Pursuit.

B. Automatic Disorder does not apply if there is no Shock Combat Resolution. This could occur either because attacking light cavalry failed to commit to the Shock, or because there was a retreat during the Charge Reaction phase.

B. Cavalry that is already D-1 becomes Blown by Automatic Disorder. Place a 'Blown' marker on the unit. Blown cavalry is considered D-1 with special restrictions:

- At the instant it becomes Blown, it must, if possible, retreat one hex. If it cannot retreat, due to terrain or stacking, it remains in place without penalty.
- All adverse die roll Combat Results (i.e., 'r', 'd') become Automatic results (i.e., 'R', 'D').
- All Automatic Combat Results now include an additional Step Loss. Thus a '1BDr' result against a Blown cavalry unit now becomes a result in which the unit takes 2 Step Losses, retreats two hexes, and then automatically Routs.

C. Blown Markers are automatically removed at the end of the next Operations Phase for that unit's command, No LIM Phase, or the Out-of-Command Phase... whichever applies to the unit. The unit is then considered to be D-1.

E. Blown cavalry is considered to be D-1, has ½ its movement allowance, and cannot move adjacent to enemy units.

Example: Guiton's brigade (11/IIICR) is Blown in the 1600 turn. At the end of the French Cavalry Reserve LIM for the 1630 turn, Guiton's Blown marker is removed and a D-1 marker is placed on the unit.

Play Note: As noted in the Combat Results section of the rules, the Blown result applies ONLY to D-1 Cavalry suffering Automatic Disorder at the conclusion of a Charge or Pursuit. Blown does not apply to any other situation wherein a D-1 cavalry suffers an additional Disorder result.

8.68 CAVALRY PURSUIT (OPTIONAL RULE)

Play Note: While accurately (well, sort of accurately) reflecting the problems inherent in cavalry charges, this rule does add some complexity and is really better suited to tactical games than this grand-battle-level simulation. It is kind of fun, though, and does reflect the type of problem commanders had when committing their cavalry.

A. If, as a result of a Cavalry Charge (or Charge Reaction), the defending unit retreats, Routs or is eliminated, there is a possibility that the charging cavalry will Pursue. Pursuit does not apply if the cavalry started the phase adjacent to the unit it attacked. As soon as the defending unit is retreated - either from a "B" or an "r/R" result, not a voluntary retreat - or eliminated, the attacking player rolls one die for each cavalry unit involved in the attack and compares the die roll to the cavalry unit's Pursuit Rating. The results are:

- Same as or Lower than Pursuit Rating, unit Stands (Disordered)
- Higher than Pursuit Rating, the unit Pursues.

B. Flight Pursuit: A pursuing cavalry unit follows the exact path of retreat of the fleeing (retreating), defending unit, stopping either when the retreating unit stops or the pursuing cavalry enters an enemy ZOC. (Yes, we know Disordered units are usually not allowed to enter an enemy ZOC, but Pursuit is an exception.) The pursuing unit must now Shock Attack all units in its ZOC. It may use 8.61, if it applies, but it also applies the effects of being Disordered when attacking... and any unit that can, and hasn't already done so that phase, may fire at it. Once this pursuit attack is resolved, there is no additional pursuit.

C. If the retreating unit moves off the map, so does the pursuing unit! The pursuing cavalry, however, may return in any ensuing phase for that command (LIM or NO LIM) in which the player rolls lower than its Pursuit Rating. Treat the returning unit as an In Command Reinforcement that can enter through any hex within three hexes of the hex through which it left. It returns Disordered.

D. Elimination Pursuit: If the attacking cavalry must pursue because it eliminated its target, roll the die and compare it to its Pursuit Rating to get how many hexes it must move in such "pursuit" (unless it cannot proceed further, as above). The length of Pursuit is the Pursuit Rating subtracted from the die roll, or 2, whichever is larger. It must move in as straight a line as possible, changing facing only to avoid enemy units/ZOC's, if possible. The pursuing cavalry now applies all the movement and pursuit attack rules in 12.12, above.

E. Automatic Disorder from Charge does not take effect until after the resolution of ALL pursuit.

8.69 CAVALRY IMPETUOSITY (OPTIONAL RULE)

A. Heavy Cavalry in a Command whose LIM has been selected, or which has been activated by die roll during an Orders LIM or the No LIM Phase, MUST Charge... unless they can be Held in Check. If the heavy cavalry could not reach a target using Reduced Movement, or it cannot see it (no LOS), it does not have to Charge.

- If there is only one target and more than one heavy cavalry, only one cavalry unit must attack (player's choice).
- If there is more than one target and only one heavy cavalry unit, the latter has to charge only the nearest unit. If equidistant, player's choice.

Exception: Heavy cavalry is not required to Charge artillery units or any units in villages, woods or chateaux.

B. The player may attempt to Hold the Cavalry in Check. For each unit he wishes to do so, he rolls the die. If the die roll is the same or lower than the unit's Pursuit Rating, it does NOT have to Charge. Higher? Away they ride!

8.7 SQUARE

Square is a defensive formation used by infantry units to maximize their defensive potential against assaulting cavalry. It did make them vulnerable to artillery fire and it was often difficult to get a unit out of Square in any semblance of cohesion. Square may be formed during Movement or, with some difficulty, in reaction to an enemy infantry attack or cavalry charge.

8.71 FORMING SQUARE DURING MOVEMENT

A. Non-D2, unrouted infantry units that are unengaged and not in an enemy ZOC may form Square. It requires two (2) movement points to form Square, and such change is automatic. Place a 'Square' marker on top of the unit. If the unit is in Extended Line, simply remove the Extended marker(s) and form Square in the hex the actual combat unit occupies. Units in Extended Column may not form Square.

B. No infantry stacking or Extended Line/Column is allowed while a unit is in Square, so if there are two infantry units in the same hex, one must leave before the other unit forms Square. An artillery unit may remain if stacked with an infantry forming Square, but it may not move into a hex with infantry in Square. Once stacked with the Square, it may not move out until the unit leaves Square.

8.72 FORMING SQUARE AS REACTION

A. Non-D2, unrouted infantry units may form Square when they are Charged by cavalry. This takes place in the Square in Reaction Step of the Assault Sequence. The defending player announces such intention, notes the Cohesion Rating of the unit, and rolls the die. He consults the Square in Reaction Chart, adjusts the die roll as per any applicable DRMs listed, and determines what has happened. If the unit successfully forms Square, place a 'Square' marker on top of the unit.

B. Note that the distance over which the Charge occurs may affect the die roll in favor of the unit forming Square. Essentially, for each hex more than two (2) that the cavalry unit must move to effect the charge, subtract one from the die roll. Thus, if the cavalry started 4 hexes away, the player would subtract two (-2) from his Square forming die roll.

8.73 SQUARE FORMATION RESTRICTIONS

A. Units may form Square only in Clear hexes. Square may not be formed in an enemy ZOC, except when using Square in Reaction. Units in Square may move one hex per turn. However, they may not cross streams (even by bridges) nor may they enter any hex other than Clear. Units may not form Square inside Chateaux.

B. Units in Square have a six-hex ZOC, and all hexes surrounding the unit are considered Front hexes.

C. Units in Square have the following effects on combat situations:

- Units that form Square in Reaction may NOT Fire in the Operations Phase in which they do so.
 - Units in Square may NOT Retreat Before Fire or Shock
 - Attacking Cavalry halve their Shock Strengths, rounding down, when attacking a unit in Square
 - Subtract one (-1) from all Cohesion Check die rolls for units in Square. This does not apply to rally or leaving square die rolls.
 - The Shock die roll adjustment for Heavy Cavalry charging Disordered infantry (-2) does not apply to units in Square.
 - Units in Square are treated as Massed Targets, regardless of the number of SPs in the hex.
 - Units in Square may NOT Shock attack, nor may they enter an enemy ZOC.
 - If a unit in Square becomes Routed, it is no longer in Square. Remove the marker immediately and Rout Retreat the units. Units in Square may remain in Square if Disordered.
- D. A unit in Square may Reaction Fire at more than one target/hex in the Simultaneous Fire Segment. If doing so, the player divides/distributes the firing strength points amongst the target hexes in any fashion he wishes, as long as:
- No target hex may be fired at by more than one-half (1/2) the unit's strength (even if firing at only one hex!); and
 - The normal 4 SP maximum per hex is applied SE target. (Example: An 11 SP infantry brigade is in Square. It may fire 4 SPs into two different hexes, and 3 SPs into a third hex); and
 - The total points firing never exceed the unit's strength.

8.74 LEAVING SQUARE

A. Leaving Square formation takes the place of Movement. A unit attempting to leave Square makes a Cohesion Check. DRMs for this check are shown on the Leaving Square Chart.

If the unit passes the Cohesion Check, remove the Square marker and any Disorder markers on the unit.

If the unit fails the Cohesion Check, remove the Square marker and immediately apply a Disorder (D) result to the unit.

8.8 ARTILLERY AND SHOCK

8.81 ARTILLERY IN SHOCK COMBAT

A. Artillery units may never Shock attack. Artillery (alone) may not enter an enemy ZOC unless that hex is occupied by another friendly combat unit (as per the stacking rules).

B. Artillery may never use its printed combat strength to defend against Shock; that strength is used only for fire. If artillery is alone in a hex, or there are two artillery units stacked in a hex, and that hex is shock attacked, the artillery has a total Shock strength of one (1) when defending and using the Shock Table, regardless of the number of artillery units in the hex.

C. If artillery is stacked with infantry/cavalry that is involved in a Shock Attack it does not add any points to the Shock resolution.

8.82 SHOCK COMBAT RESULTS AGAINST ARTILLERY

A. If an artillery unit is forced to retreat (it receives a 'B' result), it is automatically Disordered at the conclusion of the retreat. However, if it retreats because it is stacked with another unit that has to retreat it does not become Disordered. If artillery receives an 'r' or 'R' result it is, instead, eliminated.

B. Artillery units do not use Step Loss markers to record Step Losses. If an artillery unit incurs a Step Loss it is flipped to its Reduced side. If already reduced, it is eliminated.

C. In any Shock by infantry or cavalry against unsupported artillery, all results to the attacker (except, of course, for No Result) are treated as a 'd'.

8.9 WALLED FARMS AND CHATEAUX

8.91 GENERAL DESCRIPTION

The Belgian countryside below Brussels was - and still is - dotted with some sizable farms and small chateaux belonging to the local "gentry" and lesser nobility. These structures - mostly their garden walls, and similar embattlements - provided extensive defensive benefits to small detachments of troops, to which the actions at such as La Haye Sainte and, especially, the Chateau Hougomont, will attest. And, because of the small number of troops allotted to their defense, as well as the way in which they were defended, we have some special rules for their use.

The game does not specifically differentiate between whether the structures in these hexes were "walled farms" or chateaux, so from now on we will use the word chateau to cover both types. The word "chateau" also covers those areas of the chateau grounds that may not have included buildings but were just as defensible: e.g., MSJ hex 2211.

8.92 CHATEAU CONTROL

A. In order for a player to use a Chateau as a defensive strong point he must control it. To control a chateau the player must either occupy it with a combat unit or have been the last to enter it. Chateaux controlled by one side at the start of a battle/scenario are so indicated in the applicable scenario section. Chateau Control Markers are used to indicate control. Only the player controlling a chateau may enter it; an enemy-controlled chateau may be entered by friendly units only after they succeed in wresting control from the enemy by reducing the Chateau Intrinsic Defense (CID) Steps for that chateau to '0'. As soon as that happens, the chateau is considered as NOT controlled by anyone (and, therefore, may be entered by anyone). Cavalry units may be used to enter an uncontrolled chateau and gain control. However, cavalry may not be used either for support or recovering CID steps.

B. Controlled chateaux have two statuses:

- A chateau with friendly unengaged infantry unit(s) inside or adjacent to the chateau is supported. Disordered units may be used for Support, although they may not be used to recover lost steps (8.99).
- A chateau controlled by a player but with no unit either inside the hex or adjacent to it is unsupported.

C. Regardless of the size or number of units in a chateau hex, the defending player uses the Chateau Intrinsic Defense (CID) Strength of the chateau - NOT the strength of the combat units. (This includes artillery!) No Strength Points are ever transferred to or from a

supporting unit; presence is enough to change the CID Strength to Supported. An uncontrolled chateau has NO CID Strength and is simply treated as any other hex in terms of movement.

D. The CID Strength of a chateau is expressed by a series of numbers printed on the map. For example, next to La Haye-Sainte (Mt. St. Jean) we find:

1[2]3

Reading from left to right, the numbers are:

“1” = The Unsupported CID Strength

“[2]” = Number of Steps that have to be eliminated by combat in order for an attacker to eliminate control, whether supported or unsupported.

“3” = The Supported CID Strength

Example: The French player controls La Haye Sainte. If there are no combat units in it or in any of the adjacent hexes, the farm has a defensive strength of '1', and it would take two Step Loss combat results to reduce it to '0' and eliminate enemy control. If, say, Husson's brigade was in 2616, the chateau would have a defensive strength of '3', but any attacker could still reduce the CID steps to '0' and eliminate control (allowing them to enter the hex, probably as an advance after combat).

Design Note: You will notice that the CID Strength does not have the same relation to the number of 'steps' as do combat units. This reflects the ability of very small numbers of men to defend these places.

E. Controlled Chateaux have the following special characteristics:

- Whether supported or unsupported, they exert a Zone of Control into all six adjacent hexes, and all adjacent hexes are considered Front hexes.
- A player may use a chateau's CID Strength only to defend (both with fire and against Shock Assault). Fire may be split in any way the controlling player desires.
- The Cohesion rating of the CID is "7", or the supporting unit's Cohesion Rating, whichever is higher.
- Only infantry may be used to "support" a CID; cavalry and artillery are never used as support units... even if inside the hex!
- Position Attack adjustments do NOT apply against chateaux.

8.93 COMBAT AND CHATEAUX

A. All CID "steps" must be eliminated for an attacking enemy unit to enter that chateau. The instant a Chateau's Step level is reduced to "0" it is no longer controlled and may be entered by anyone - usually the unit that attained the reduction. The instant someone else enters the chateau it becomes controlled, and its Step level returns to its printed level.

B. Regardless of the strength of a supporting unit - whether inside or outside - when attacking the chateau (alone) the CID Strength is used - not the unit's strength! (Thus a '6' SP unit inside La Haye Sainte provides a Fire/Shock strength of '3' - the CID Strength -

not '6'.) If an "outside" supporting unit and the chateau are assaulted together in one attack, the defender adds the unit's SP to the CID Strength... and all Step Losses are taken by the unit, not the chateau (unless the former has only one step left and takes a two step loss). In all other respects, a CID Strength is treated like a normal SP, except that it only defends (and fires in reaction to an attack). The CID may fire through any hex side and may split its fire in any fashion desired by the controlling player.

Play Note: An entire unit inside a chateau is somewhat of an 'overkill' in terms of using that unit at maximum efficiency. It does not add its SP to the CID; it only allows the defender to use the 'supported' CID Strength. Moreover, losses are taken by the unit before the chateau's CID absorbs such. It gets the entire burden without much of the benefit.

C. Combat results apply to the chateau's CID Strength and all units actually inside - as follows:

"#" = Step Losses to the CID if the supporting unit is inside the chateau that unit takes the Step Loss (es)

"d" = same as normal, no die roll adjustments to Cohesion value

"D" = Treat as a "d" with +3 die roll adjustment

"B" = Ignore this result

"r" = Treat as a normal "D"

"R" = Treat as a Step Loss.

- Disordered results apply to the CID just as if they were infantry SPs. However, if the CID is D-2, any further Disorder becomes a Step Loss.
- The only terrain adjustment effect that is used when shocking or firing at a Chateau hex is the Chateau Adjustment. No other terrain - even if on the map - has any effect. Thus, the die roll adjustment for firing at MSJ 2211 is 2L (not 2L for the chateau and 1L for the woods).

D. A Supported Chateau that loses CID Steps may recover them (up to its printed maximum) when an adjacent (unengaged, undisordered) friendly infantry unit is Activated anytime during the game turn. An Unsupported chateau may not use Recovery.

E. To recover lost CID steps, the player controlling the chateau does the following:

1. The supporting unit conducts a Recovery Operation when it is Activated; it may not move or attack. Engaged, Disordered or Routed units may not do so.
2. The player automatically adds one to the supported CID Strength (i.e., removes a lost step) for each Recovery Operation. He may conduct multiple Recovery Operations with the same supporting unit during the same Activation. However, the CID step level may never be increased past its printed maximum.
3. Having applied the step, the player now rolls the die to determine whether the supporting unit suffers any losses. If the die roll is higher than the supporting unit's Cohesion Rating, the supporting unit loses a Step. For each die roll after the first, the player adds one to the die roll, until that unit actually loses a step, at which time it reverts back to no die roll adjustment. Regardless of the unit's Cohesion Rating, if the die roll is a natural '9', it loses a Step.

Example: (Mt. St. Jean) Maitland's brigade is supporting the Chateau Hougomont. The chateau, itself, takes a step loss. When the I Corps LIM is picked, the British player removes the step loss from the chateau and rolls to see if Maitland is depleted. He rolls a '5', so there's no problem (as Maitland's Cohesion is a '9'). The next turn, Reille's II Corps inflicts two step losses on the Chateau. When the British I Corps LIM is pulled, Maitland is still supporting it, and is not Disordered, so the British player removes the first CID step loss and rolls a '5' (+1) = 6. So far, so good. He now removes the second step loss and rolls for Maitland's support depletion a third time (+2). This time he rolls an '8'; 8+2=10, greater than the '9', so Maitland loses a step. The next time Maitland is called upon to pump another company or two into the chateau, he is back to a non-adjusted die roll.

Play Note #1: Yes, this method requires a bit of record keeping, which is why we suggest using some spare numbered markers.

4. Step #2 may be repeated as many times as the player wishes, as long as he undertakes the die roll (#3) each time.

Design Note: The possible - but not probable - loss of steps to the supporting unit represents the fact that, in the several battles that whirled around Chateau Hougomont and La Haye Sainte, the British were 'supporting' the position by feeding one company in at a time. Such a 'loss' to the unit would be virtually indistinguishable at the game's scale. Over a period of time - and after several transfers - the picture is different. The die roll represents this without having to keep track with lots of markers and math. It's sort of like an ammo rule...

Play Note #2: A well-supported Chateau position can take a very long time to overcome.

9. COMBAT RESULTS

9.1 COMBAT TABLES AND RESULTS

9.11 THE COMBAT TABLES

A. The Fire Table applies to both artillery and infantry fire. Use the appropriate line when resolving the Fire.

B. The fire column may be adjusted - shifted in one direction or the other - by a variety of factors, listed below the table. Shifts to the right favor the firing player; shifts to the left favor the defender. Total all shifts to obtain a net left or right shift, then apply the shift(s). The maximum overall shift allowed may never be more than two columns in either direction and no shift may go further to the right or left than the printed columns. Effects are cumulative.

C. The Shock Table has die rolls higher than 9 and lower than 0. This is to account for fluctuations beyond the actual die's range because of DRMs. There is a maximum +/-6 DRM, and no net adjustment can go below -2 or higher than 11.

D. There are no column shifts allowed in Shock Combat.

9.12 COMBAT RESULTS

The following are the possible results from combat - both Fire and Assault. See the Combat Tables for when they are applied.

A. **Step Losses:** 1, or 2 = These are the number of steps a unit loses. This applies to attacking or defending units as a whole - not each, individual unit. If there is more than one unit in a target or attacking hex the top unit absorbs the loss. If the loss exceeds the top unit's strength, then the bottom unit takes the remaining losses. If there is more than one unit able to absorb losses, they must be divided as evenly as possible; if an elite unit is present and was used to adjust the die roll, that unit must take the first step loss.

B. **Retreats:** B = All affected units retreat one hex. If they cannot retreat, they lose a Step. Units may maintain original facing.

C. **Disorder Results.** Loo represents the gradual disintegration of an infantry unit with two levels of Disorder: "D-1" and "D-2". Cavalry and artillery use only one level of Disorder, D- 1. When the word "Disordered" is used in the rules, it refers to both D-1 and D-2, unless stated otherwise.

- A 'D' means that the Disorder result is automatic to all affected units. Place a D-1 marker on the unit to so indicate, and then see 9.15.
- A 'd' means that all affected units must check to see if they are Disordered. Roll one die for each unit (Note that some "d" results on the Fire Table have built-in DRMs to this die roll). If it is the same as or lower than that unit's Cohesion Rating, there is no Result. If higher, the unit is Disordered.

D. **Routs** represent total loss of cohesion in a unit.

- An 'R' means that the Rout result is automatic to all affected units. Place a Routed marker on the unit and follow the instructions for Rout Retreat below.
- An 'r' means that all affected units must check to see if they are Routed. Roll one die for each unit. If it is the same as or lower than that unit's Cohesion Rating, there is no Result. If higher, the unit is Routed.

9.13 STEP LOSSES

A. All infantry/cavalry units with a reverse side have four possible steps to lose. Units with no reverse side (usually those with 1 or 2 SP) may absorb only 2 Step Losses.

1. For the first step lost, place a Step Lost marker under the unit. There is no effect to its combat or movement abilities.
2. For the second step lost, remove the marker and flip the unit to its "Reduced" side. The unit will now have a lower combat strength. If there is no reverse side, the unit is eliminated.
3. For the third step lost, place a Step Lost maker under the Reduced unit. Again, the marker has no effect on combat or movement.
4. For the fourth step lost, the unit is permanently removed from play. (This unit is not actually wiped out to the last man; it is simply so reduced in strength and will to fight that it is useless.)

9.14 RETREAT (B RESULT)

A. A unit that must retreat (B) moves one hex away from the enemy within the following restrictions:

- It cannot retreat off the map or across a hexside or enter a hex that it would normally not be able to move across/into.

- It cannot enter an enemy-occupied hex.
- It must obey stacking restrictions or Displace friendly units in order to retreat into friendly-occupied hexes. See 9.23. If it retreats into a friendly-occupied hex within stacking restrictions, it automatically assumes the facing of the non-retreating unit.
- It cannot enter an enemy ZOC unless a friendly unit occupies that hex and stacking restrictions allow it.
- Artillery units forced to retreat are automatically Disordered.
- Extended units must Retreat extended. If they cannot, they remove the Extended Line counter, retreat, and make a Cohesion Check.

B. Units prevented from retreating must stay in place and lose an additional step. A player may, if he wishes, choose to substitute a ' 1 ' result for a "B" result, in effect, staying in place and taking added casualties. The added step loss is in addition to any others incurred.

C. A retreating unit may attempt to use Displacement to retreat into friendly-occupied hexes that would otherwise violate stacking restrictions. Displacement means that the retreating unit enters the friendly-occupied hex, and the friendly unit already in that hex then retreats backward, in a form of "chain reaction". The retreating unit must undergo a Cohesion Check in order to use Displacement. In addition, any units displaced by the retrograde movement undergo Cohesion Checks.

9.15 DISORDER

A. Disordered units suffer the following effects:

D-1 (Disorder Level 1)

- They may not voluntarily move into an enemy Zone of Control. (Exception: Cavalry Pursuit). However, if a Disordered unit is already in an enemy ZOC, it may attack. (Cavalry that moved to attack must attack, even if Disordered.)
- Disordered Infantry units may not Retreat before Fire or Assault
- They receive a 1L column adjustment when Firing and unfavorable DRMs in Shock Combat.
- They suffer a +2 DRM when attempting to form Square in Reaction.
- They may not Advance.

D-2 (Disorder Level 2)

All of the above, PLUS:

- May Not Fire
- May Not Shock Attack. If Engaged, they must Withdraw
- May Not Form Square

B. Infantry that is D-1 Disordered becomes D-2 if Disordered again. Infantry that is D-2 Disordered Routs if it is Disordered again.

C. Cavalry that is D-1 Disordered and receives another Disorder result rolls a die:

- If the die roll is the same as or lower than the Cohesion Rating of the unit, treat the result as a 'B'. If there is already an additional B result, retreat two hexes instead of one.
 - If the die roll is higher than the Cohesion Rating, the unit Routs.
 - **Exception:** Disordered Cavalry that receives an additional Disorder from Automatic Disorder is 'Blown'. This does NOT apply to any other form of additional Disorder.
 - Cavalry never goes to D-2.
- D. If an artillery unit is D-1 Disordered and receives a second Disorder result, it retreats one hex and loses a step. If the additional Disorder was the result of Ranged Artillery fire (2 hexes or more), simply ignore the additional Disorder.

9.16 ROUT

- A. An 'r' means that all affected units must check to see if they are Routed. Roll one die for each unit. If it is the same as or lower than that unit's Cohesion Rating, there is no Result. If higher, the unit is Routed. An 'R' means that the Rout is automatic.
- B. Routed units suffer the following effects:
- Routed units, when defending, receive no terrain effects benefits.
 - Upon being routed, they must Rout Retreat.
 - They have no ZOCs
 - They may not voluntarily Move, Fire or Shock. They defend against Shock, but with a -5 DRM.
 - They may not stack. If stacked when routed, each unit must retreat to a different hex.
 - If they suffer a Disorder result in combat, they lose 1 step instead.
 - If a unit routs, it is no longer Disordered.

9.17 ROUT RETREAT

- A. When Routed by an "R" or "r" combat result, by a D-2 infantry unit receiving an additional Disorder, or by a bad Rally die roll, a unit must Rout Retreat a number of hexes (not Movement Points) equal to one-half of its Movement Allowance, rounded up.

Exception: Artillery is eliminated if it has to Rout.

- B. Routing units retreat towards their Retreat Hex or Map edge (given in each scenario) in as direct a path as possible. They may not enter enemy ZOCs or impassable terrain. They may not enter the same hex twice, although they may change direction to avoid enemy units and impassable terrain. If a friendly unit/stack is in their path, they move through the friendly unit/stack, causing any unit(s) in the hex to suffer an automatic Disorder (D).

- If a friendly unit occupies the last hex it would enter, it simply stops where it is, before entering such hex, at no additional penalty.
- If a unit cannot Rout Retreat its mandated distance because of the presence of enemy units or their ZOCs, it is eliminated.

- If a unit cannot Rout Retreat its mandated distance because of terrain, it stops and loses a Step, instead.
- Each scenario designates which hexes are the player's Retreat Hexes.

Design Note: Sigh. This is a "Common Sense Rule". It is nigh impossible to write rules covering every possible retreat path and circumstance. Remember that these guys are cutting out, not tap dancing their way to fame. Most of you understand the "intent" of this; for those of you who play with gamers inflicted with that peculiar and debilitating disease known as Loopholus Sphinctoris, we suggest keeping a 2-by-4 handy as a rules reference.

- C. Routed units may not voluntarily move, fire or attack until Rallied. They have no ZOCs (although they do have facing). They may not stack with any other units.

9.18 ADVANCE AFTER COMBAT

- A. If a defender vacates a hex as a result of Assault, the attacker:
- If from Shock, MUST advance all of the attacking units from any one assaulting hex into that vacated hex. If extended, it must advance extended. Attacker may reface (one vertex) all attacking units (whether they advanced or not) at the conclusion of the advance.
 - If from Fire, he MAY advance the firing unit, which must be decided immediately.
 - Disordered units may not advance.
 - Artillery may never advance.
 - There's always the Optional Cavalry Pursuit rule to consider.
- B. If a unit in Extended Line must advance after Shock, it must move forward in any way it can so that it occupies (at least) the vacated hex... even if this means that one "half" remains in place while the other half "pivots" into the hex. If, for any reason, an advance is not possible, the extended unit remains where it is.

- C. It may so happen that both sides in a Shock combat may end up having to retreat. E.g., one side suffers a "B", while the other, an already Disordered cavalry unit, suffers an addition Disorder. If this happens, the side with the lowest unit Cohesion Rating retreats; the other remains in place. If both sides have equal Cohesion Ratings, roll the die. Loser retreats.

9.2 LEADER CASUALTIES

9.21 LEADER CASUALTIES

- A. If a leader is in a hex that is fired upon and the die roll for resolution is a natural '9', there is a possible Leader Casualty. The leader's player rolls again. If he rolls another '9', that leader has been killed and is removed from play. (This effectively renders all units in that command Out of Command until the Leader Replacement Phase.)
- B. If units with which a leader is stacked suffer a Step Loss as a result of Shock, roll the die for the Leader. If it is a '9', the Leader is Killed.
- C. If a leader is alone in a hex - or ends up alone in a hex after the combat unit with which it was stacked was eliminated - and an enemy unit moves (or is) adjacent, the leader's player rolls one die.

- If he rolls a 0-7, the leader is immediately placed with the nearest combat unit in his Command to which he can trace a path of hexes free of enemy units/ZOC 's. If he cannot trace that path, he is Captured (and eliminated). The enemy unit continues to move, if this happened during movement. If all combat units in his Command are gone, remove the leader.
- If he rolls an '8' or a '9', the leader is Killed.

D. Leaders stacked with units that must retreat or rout may stay with that unit for retreat/rout. Leaders, themselves, are never routed nor do they have to retreat.

E. If Wellington or Blücher is killed, all British (Wellington - but not non-British units!) or Prussian (Blücher) combat units within their Command Range make a Cohesion Check. Units that roll lower than their Cohesion must retreat one hex and become Disordered. Units that roll their Cohesion Rating exactly stay in place with no further effect. Units that roll higher than their Cohesion Rating immediately Rout.

F. If Napoleon is killed, the game is over. Guess who wins?

9.22 LEADER REPLACEMENT

A. In the Leader Replacement Phase, flip the counter over for any Leader that was Captured or Killed to the Replacement Leader side and place the 'new' leader with any unit in that command.

B. If a Superior Commander is replaced by a Combat Leader in play, the Combat Leader's counter must also be flipped (although not removed).

C. If a Replacement Leader is Killed or Captured, replace the counter at the during the Leader Replacement Phase, using the Replacement Leader counter.

10. MORALE

10.1 RALLY AND RECOVERY

10.11 GENERAL RALLY RULES

A. Disordered and Routed units may be Rallied only when Activated. There is NO separate Rally phase for combat units. Units wishing to Rally may not do anything else in the phase in which Rally is attempted. The player must attempt to Rally Disordered units first before Rallying Routed units. Disordered units that Rout during a Recovery attempt may not be Rallied until the next turn.

B. **Important:** Engaged units may not attempt to Rally or Recover lost Chateau Intrinsic Defense steps.

C. "Blown" Cavalry may NOT be Rallied; their recovery from Blown status is automatic.

D. Players may choose to not undergo Rally rolls for a unit. Such ignored units simply remain in place in their present status.

C. An unengaged, undisordered unit adjacent to a friendly Chateau may, when Activated, attempt to Rally or Recover lost steps for that Chateau's IDS. It may not do both in the same Activation (although if two Activated friendly units were adjacent, one could attempt Rally and one could provide step recovery).

E. Rally for a Chateau IDS is performed as explained in the Chateau/Walled Farm rules, using the IDS' Cohesion Rating of "7".

10.12 RALLYING DISORDERED UNITS

To Rally a Disordered unit, roll one die. If the die roll is

- Lower than Cohesion Rating: the unit is no longer Disordered. Remove the marker. The unit may not reface.
- Same as or Higher than the Cohesion Rating: it remains Disordered

10.13 RALLYING ROUTED UNITS

To Rally a Routed unit, roll one die. If the die roll is

- 0-1, the unit returns to good order. Remove the Routed marker. The unit may be refaced.
- 2-6, the unit is now Disordered. Replace the Routed marker with a D- 1 marker. The unit may be refaced.
- 7-9, The unit remains Routed and must Rout Retreat.

10.14 RALLY DIE ROLL MODIFIERS

The following adjustments, all cumulative, apply to any Rally die roll:

- If the Disordered or Routed unit is in an enemy ZOC, add one (+1) to the die roll.
- If the Disordered or Routed unit is cavalry, subtract one (-1) from the die roll.
- If the unit is Elite (* or **), subtract one (-1) from the die roll.
- If a Routed infantry Unit is adjacent to a friendly cavalry unit that is not Disordered or Routed, subtract one (-1) from the die roll.
- If stacked with or adjacent to its Combat or Superior leader, subtract one (-1) from the die roll. If stacked with or adjacent to the Overall Commander, subtract two (-2).
- If unit is not In Command at the instant of the die roll, add two (+2) to die roll.
- If the unit has only one remaining Step, add one (+1) to the die roll.
- Any Prussian units within two hexes of Blücher, subtract two (-2) from the die roll.

10.2 COMMAND MORALE

Command Morale has to do with Victory Conditions. Among other goals, players are trying to "break" enemy corps/divisions. See the Victory Conditions for how this applies. Command Morale status is determined during each turn's Command Morale Phase.

10.21 SHAKEN COMMANDS

A. A Command is Shaken when more than one-half of the non-artillery units in the command are either Routed, Flipped/Reduced, or Eliminated.

B. If a command is Shaken:

- No unit in a Shaken Command may voluntarily enter an enemy ZOC.
- No unit in that command may use Strategic Movement

- Add one (+1) to all Disorder and Rally/Recovery die rolls made for any unit in a Shaken command.
 - Shaken units exert ZOCs into only their Front hexes.
- C. A Shaken Command may recover to non-Shaken status, based upon the Rally of Routed units.

10.22 SHATTERED COMMANDS

A. A command is Shattered when all of its non-artillery combat units are either on their Reduced side, Routed or Eliminated. All of the effects of *Shaken" apply. In addition, all of the unrouted units must be moved, as soon as possible, so that they are all:

- at least five hexes from the nearest enemy combat unit, AND
- In Command.

B. A Shattered command may not Recover from such status, even if Routed units are subsequently Rallied.

10.3 THE IMPERIAL GUARD

The French Army had a great deal of regard for their Imperial Guard units, and the Guard was usually reserved to deliver the "hammer" blow that crushed the opposition. Conversely, when something bad happened to the Guard it tended to affect all units in the area.

10.31 Any time a Grenadiers (1 Gren/2Gren) or Chasseur (1 Chas/2 Chas) infantry unit of the Imperial Guard is forced to Retreat, Routs or is Eliminated, it can have an adverse affect on other French units.

10.32 At the instant the adverse result takes place, all French infantry and cavalry units - except for IG units - within a five (5) hex radius of that unit must undergo a Cohesion Check.

10.33 Units that pass the Cohesion Check stay in place disordered. Units that pass the Cohesion Check by rolling a 0 exactly stay in place, with no adverse effect. Units that fail immediately Rout. No DRMs apply.

11. MOTHER NATURE

Most of the battles included herein went on until a short time after the sun had set... which it does rather late this time of the year. To simulate such, we have labeled two turns as Dusk (some light available), and one as Dark (night is upon us). The following effects occur during these turns:

11.1 DUSK TURNS

- All Movement Allowances are reduced by one
- Artillery Range maximums are reduced by one
- All artillery fire at a range greater than one incurs a one column shift to the left.
- No Grand Battery or combined artillery fire is allowed
- Command and Combat Ranges are reduced by one.

11.2 DARK TURNS

- No Strategic Movement allowed

- Artillery may fire only at a Range of one, and incurs a one-column shift to the left.
- Infantry may not Fire.
- No Grand Battery or combined artillery fire is allowed
- Command and Combat Ranges are halved, rounding down.
- Do not use the (Optional) Cavalry Impetuosity Rule.
- Add two (+2) to all Rally die rolls

11.3 RAIN TURNS

The entire Waterloo Campaign was plagued by rain. Rain cut the French attacks at Ligny short and essentially made all of June 17th awash. This rule applies only to the June 16th battles, NOT to any of the June 18th battles.

A. If the Turn Record Track states "Rain" followed by a number (e.g., Rain, 0-3), before starting play for that turn, either player rolls one die. If the die roll falls within the range listed, it is raining. If it has rained in the previous turn, subtract one (-1) from your die roll.

B. Rain has the following effects:

- All non-Road movement costs are increased by 1.
- Paths cost 2 MPs each hex.
- Fords may NOT be used.
- Units may use Strategic Movement on Roads only.
- Command Ranges are decreased by one. [Cumulative with Dusk/ Night]
- (Optional Rule). Wet Fuses

11.4 WET FUSES (OPTIONAL RULE)

Infantry units firing in the rain run a risk of getting their fuses wet, rendering the muskets unable to fire. Each time a unit fires roll one die. If the die roll is "odd", that unit has wet Fuses and may not fire again until the next turn in which there is NO Rain. An "even" die roll is No Effect. In addition, add two (+2) to any Shock die rolls, if any attacking units have Wet Fuses; subtract two (-2) if any defending units have Wet Fuses.

11.5 MUD

By the morning of the 18th, the ground and the roads were so bad that Napoleon was forced to delay his initial attack until 11:30 (from several hours earlier, although there were additional reasons for doing so). Mud also made moving the guns into position for the Grand Battery somewhat of a chore, which is why that exercise in terror didn't start until 1 P.M. (And after about an hour the guns were so deep in the mud they couldn't get much trajectory!)

A. The first three non-Rain turns following a Rain Turn are considered MUD Turns. If it starts to rain again, you start counting the three Mud turns all over. Additionally, the 1130 and 1200 turns in any of the June 18th scenarios are Mud turns.

B. During Mud Turns:

- Strategic Movement is allowed only on Roads ... not on Paths.

- Artillery units add one (+1) to the cost of any off-road/path hex they enter.