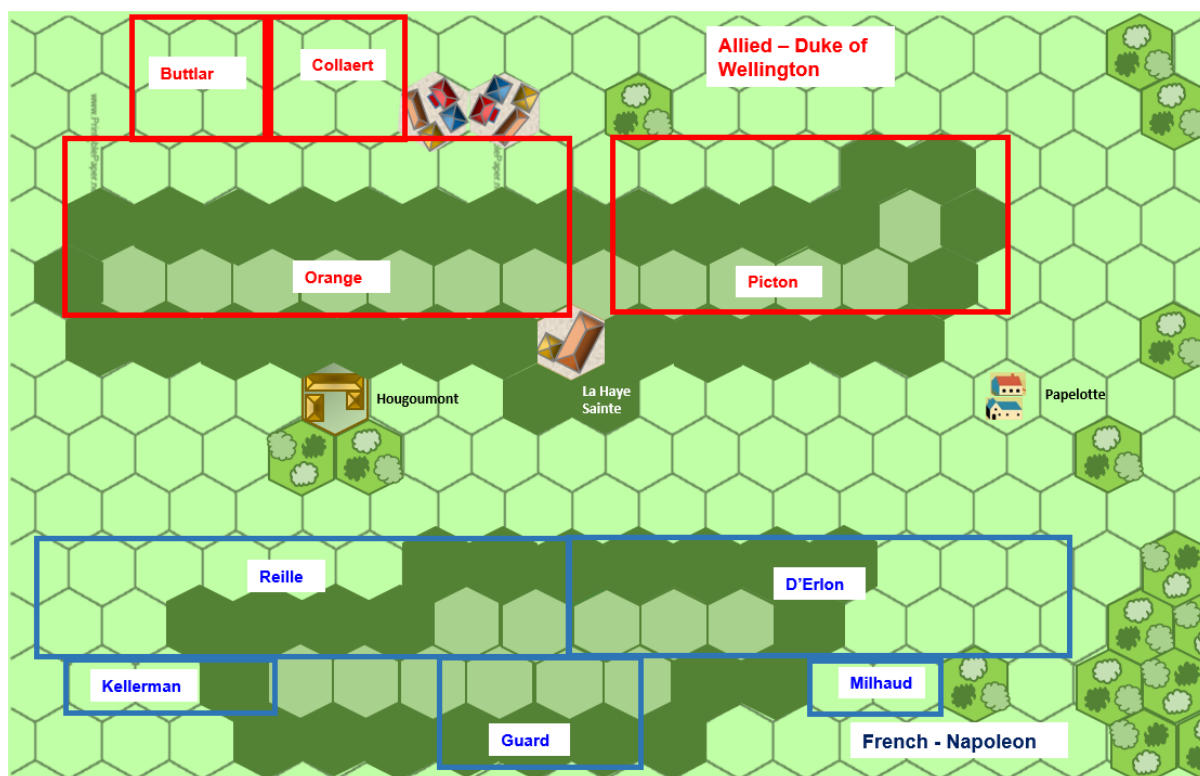


The ‘British’ Waterloo – 18 June 1815



Map Symbols

	River/stream		Victory Point
	Hillside		Woods on a hilltop
	Wooded Hillside		Woods on the flat
	Hill top		Urban Area
	Rough Ground [fields, vineyards etc]		Defensive Works
	Bridge		Village
	Swamp		

Note: Only full hexes can be entered by stands

Background

After returning from exile on Elba Napoleon needed to quickly defeat the armies massing to depose him. He marched into the low countries planning to defeat the Anglo-Allied and Prussian armies separately before they could combine. This plan only half succeeded. The Prussians were forced into retreat but not shattered at the battle of Ligny. The Anglo-allied army likewise was forced to retreat from the battle of Quatre Bras. Whilst Marshal Grouchy with a detached force pursued the Prussians Napoleon moved to attack Wellington’s Anglo-Allied army at Waterloo. When the Prussians started to appear on the French flank and rear the pressure was on to crush the Anglo-Allied forces before Blucher could save the day.

Scenario rules

The full battle of Waterloo involved a large complex action with Napoleon attacking Wellington's defensive position whilst fending of an attack on his flank and rear by Blucher's Prussian army. This scenario only covers that part of the battle, and the forces, involved in the attack on Wellington.

Organisation

The French have 4 corps for activation purposes. The Allies have five corps.

The French artillery and the Guard Cavalry and Infantry can be commanded and activated as part of any French corps activation.

All French Guard infantry and cavalry commence in Reserve status.

Availability of the French Guard

The Guard Artillery are available from the start.

- Infantry

The French Guard infantry will not be released for use until turn 11. Prior to this they may go 'Prepared'. They will become available for use if any enemy comes within 3 hexes of them.

However, if at the start of any French turn Hougoumont or La Haye Saint is not occupied by the Anglo Allies then the Guard is released. They can be in reserve status if no enemy has come within 3 hexes of them, even if they have gone prepared.

- Cavalry

The French Guard cavalry will not be released for use until turn 7. They will become available for use if any enemy comes within 3 hexes of them.

Napoleon

Napoleon's excellent staff work is missing due to the loss of his Chief of Staff Berthier. He is shown as immobile because he has to cover 2 battlefields and was only able to devote some of his time to each.

Ney

Napoleon is not needed to activate by command whilst Ney is active. Ney was given general battlefield command of the French and may be used to activate French units by command.

However, at least one unit he activates must attack. One attacking unit will receive +1 bonus in the ensuing combat[s]. Ney is at risk, but only one dice roll is required no matter how many units he puts into combat. Direct activation by either commander ends the French turn as usual.

Anglo Allied Command

The Anglo Allied army had a complex command structure, made more complex by the intermixing of units from different armies and different corps. However, in practice the various forces generally co-operated with each other surprisingly well given the lack of formal structure. I have therefore simplified the corps structure to represent this.

Dutch-Belgian cavalry

The Dutch-Belgian cavalry were poorly trained and half hearted. Any time you wish them to charge to contact throw a dice for each unit you try to move. On a throw of 1,2,3 they refuse to charge and will not move at all.

Terrain

La Haye Sainte and Hougoumont are represented as built up area hexes. In reality they could not hold that many troops. However, given they formed the centre pieces of significant defensive areas in the battle, and more troops were fed into the defences as the battle progressed this seems to give the most realistic representation of the strength of the positions and their role in the battle.

Hill tops give uphill advantages against attackers on the slopes and they provide crests for infantry fire.

Papelotte is a village. Villages provide cover, Artillery and Infantry fire into them is penalised, treat it as difficult terrain for combat purposes. Artillery cannot fire out of a village. A village blocks visibility.

Set Up

Units are set up anywhere in their corps deployment area including half hexes at the side of their deployment box. When these half hexes are in the deployment zones of two corps either corps can be deployed in that hex.

The French Artillery units can deploy with any corps.

One Nassau Line Infantry Unit must deploy in Papelotte.

One British Guard Unit deploys in Hougoumont.

One Unit from the Allied Right Wing command can commence in La Haye Saint.

The British Cavalry Reserve units can deploy with any corps except Collaert.

No unit starts in prepared status.

The Allies set up first.

Victory Conditions.

The French win by breaking the Allies or by holding both Hougoumont and La Haye Sainte at the end of the scenario. Any other result is an Allied victory.

French	1	3	5	7GC	9
Allied	2	4	6	8	10
French	11GI	13	15	17	19
Allied	12	14	16	18	20

Waterloo – The English Battle. 18 June 1815

French Units	Corps	Elan	Traits							Move
Napoleon – Legend Immobile Ney [see scenario rules]			Army Du Nord – Overall commander Units 27 - Morale 14 Battlefield Commander							
D’Erlon	IC		I Corps							
Light Infantry x 1	IC	7	Sk							2-1
Line Inf x 3	IC	6	Sk, Art attached							2-1
Line Inf x 4	IC	6	Sk							2-1
Light Cavalry x 1	IC	6								4-2
Reille	IIC		II Corps							
Light Infantry x 1	IIC	7	Sk							2-1
Line Inf x 3	IIC	6	Sk, Art attached							2-1
Line Inf x 3	IIC	6	Sk							2-1
Light Cavalry x 1	IIC	6								4-2
Kellerman [Inspiring]	IIIC		III Cavalry Corps							
Light Cavalry x 3	IIIC	6								4-2
Milhaud	IVC		IV Cavalry Corps							
Heavy Cavalry x 2	IVC	7	Shock							4-2
Guard			Once available these units can be commanded and activated as part of any corps							
Guard Infantry x 2	Gd	8	Sk, shock, steadfast							2-1
Guard Lt Cavalry x 2	GC	7	Shock							4-2
Guard Hvy Cavalry x 1	GC	8	Shock							4-2
Army Artillery										
Guard Heavy Art		Foot	6	5	5	4	3	3	2-1	
Foot Heavy Art		Foot	5	4	4	3	2	2	2-1	

Allied Units	Corps	Elan	Anglo-Allied Army	Move
Wellington [Mobile, Intuitive]			28 Units - 10 Morale	
Picton [Steadfast]	LW		Left Wing	
Dutch-Belgian Line x 1	LW	5	Sk, Conscript	2-1
Nassau Line x 1	LW	5	Sk	2-1
Nassau Line x 1	LW	5	Sk, Art Attached	2-1
Hanoverian x 1	LW	5	Conscript	2-1
British Line x 2	LW	6	Firepower, Sk, Steady, Art attached	2-1
Orange	RW		Right Wing	
British Guard x 1	RW	7	Sk, Firepower, Shock, Steady, Art attached	2-1
British Guard x 1	RW	7	Sk, Firepower Shock, Steady	2-1
British Light x 2	RW	7	Firepower, Sk, Steady, Mobile	2-1
British Line x 2	RW	6	Firepower, Sk, Steady, Art attached	2-1
British Line x 1	RW	6	Firepower, Sk, Steady	2-1
Hanoverian x 1	RW	5	Conscript, Art attached	2-1
Hanoverian x 1	RW	5	Conscript	2-1
Nassau Line x 1	RW	5	Sk	2-1
Buttlar	BD		Brunswick Divison	
Brunswick Light x 1	BD	5	Sk,	2-1
Brunswick Line x 1	BD	5	Sk, Art Attached	2-1
Brunswick Cavalry x 1	BD	6		4-2
Collaert	DBC		Dutch Belgian Cavalry	
D-B Cavalry x 3	DBC	5		4-2
Uxbridge	CR		Cavalry Reserve	
Heavy Cavalry x 2	CR	7	Shock, impetuous	4-2
Light Cavalry x 4	CR	6	Shock, impetuous	4-2