



## Scenario rules

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

### 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, any unit he activates must attack and one of them will receive +1 bonus in the ensuing combats. Ney is at risk, but only one dice roll is required no matter how many units he put 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 cooperated 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.

### French Guard

#### - Infantry

The French Guard infantry will not be released for use until turn 13. 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 Sainte is not occupied by the Anglo Allies then the Guard is released.

#### - 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.

### Organisation

The French have 6 corps for activation purposes. The Allies have five corps.

The French artillery can be commanded and activated as part of any French corps activation.

All French Guard infantry and cavalry commence in Reserve status.

Terrain

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

Victory Conditions.

If the French do not break the Anglo-Allied army within 20 turns they lose. However, if the French have captured both La Haye Saint and Hougoumont without either side breaking the battle is a draw.

**Waterloo – The English Battle. 18 June 1815**

French Units	Corps	Elan	Traits	Move
<b>Napoleon – Legend</b>			<b>Army Du Nord – Overall comander</b>	
<b>Immobile</b>			<b>Units 28 - Morale 14</b>	
<b>Ney [see scenario rules]</b>			<b>Battlefield Commander</b>	
<b>D’Erlon</b>	<b>IC</b>		<b>I Corps</b>	
Light Infantry x 1	IC	7	Sk	2-1
Line Inf x 3	IC	6	Sk, Art attached	2-1
Line Inf x 5	IC	6	Sk	2-1
Light Cavalry x 1	IC	6		4-2
<b>Reille</b>	<b>IIC</b>		<b>II Corps</b>	
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
<b>Kellerman [Inspiring]</b>	<b>IIIC</b>		<b>III Cavalry Corps</b>	
Light Cavalry x 3	IIIC	6		4-2
<b>Milhaud</b>	<b>IVC</b>		<b>IV Cavalry Corps</b>	
Heavy Cavalry x 2	IVC	7	Shock	4-2
<b>Friant</b>	<b>Gd</b>		<b>Guard Infantry</b>	
Guard x 2	Gd	8	Sk, shock, steadfast	2-1
<b>Lefebvre- Desnouettes</b>	<b>GC</b>		<b>Guard Cavalry</b>	
Guard Lt Cavalry x 2	GC	7	Shock	4-2
Guard Hvy Cavalry x 1	GC	8	Shock	4-2
<b>Army Artillery</b>			Can be commanded and activated as part of any corps	
Guard Heavy Art		Foot	6 5 5 4 3 3	2-1
Foot Art		Foot	5 4 4 3 2 2	2-1

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

<b>French</b>	<b>1</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>
<b>Allied</b>	<b>2</b>	<b>4</b>	<b>6</b>	<b>8</b>	<b>10</b>
<b>French</b>	<b>11</b>	<b>13</b>	<b>15</b>	<b>17</b>	<b>19</b>
<b>Allied</b>	<b>12</b>	<b>14</b>	<b>16</b>	<b>18</b>	<b>20</b>