

TABLE OF CONTENTS

1.0 INTRODUCTION

- 1.1 Game Components
- 1.2 The Game Map
- 1.3 The Playing Pieces
- 1.4 Glossary
- 1.5 Optional Hidden Forces
- 1.6 Set-up

2.0 SEQUENCE OF PLAY

- 2.1 Day Game-Turns
- 2.2 Night Game-Turns
- 2.3 Rain Game-Turns

3.0 STACKING

- 3.1 Stacking Limits

4.0 ZONES OF CONTROL (ZOC)

- 4.1 Engagement
- 4.2 Night Disengagement
- 4.3 ZOCs in the Combat Phase
- 4.4 Vedette's ZOC

5.0 LEADERS

- 5.1 Types of Leaders
- 5.2 Leader Operations

6.0 REORGANIZATION

- 6.1 Eligibility for Reorganization
- 6.2 Reorganization Procedure
- 6.3 Reorganizing Vedettes

7.0 COMMAND

- 7.1 Command Sequence
- 7.2 Command Range
- 7.3 Out of Command

8.0 MOVEMENT

- 8.1 Initiative
- 8.2 March Orders
- 8.3 Movement Procedure
- 8.4 Road March
- 8.5 Bridges

9.0 PONTOON TRAINS & BRIDGES

- 9.1 Bridge Trains
- 9.2 Pontoon Bridges

10.0 REPULSE

- 10.1 Repulse Procedure
- 10.2 Repulse Effects

11.0 COMBAT

- 11.1 Combat Phase Sequence
- 11.2 Defining Combat
- 11.3 Resolving Combat
- 11.4 Applying Combat Results
- 11.5 Artillery Bombardment
- 11.6 Chateaux
- 11.7 Optional Élan

12.0 DEMORALIZATION

- 12.1 Demoralization Levels
- 12.2 Demoralization Effects

13.0 VEDETTES

- 13.1 Vedette Breakdown and Reassembly
- 13.2 Vedettes in Combat

14.0 SUPPLY

- 14.1 Tracing Supply Lines
- 14.2 Supply Source Hexes

15.0 REINFORCEMENTS

- 15.1 How Reinforcements Enter the Map
- 15.2 Blocked Entry Hexes
- 15.3 Switched Entry Hexes

16.0 SPECIAL UNITS IN COMBAT

- 16.1 Combined Arms
- 16.2 Cavalry Retreat Before Combat
- 16.3 French Guard Infantry
- 16.4 Reorganization of Surrounded Units

17.0 COMMAND STRUCTURE

18.0 TEAM PLAY

- 18.1 Communication Among Players

19.0 SCENARIOS

- 19.1 Variable Start Dates
- 19.2 Setting Up the Scenarios
- 19.3 Reinforcements

20.0 VICTORY CONDITIONS

- 20.1 Victory Points
- 20.2 Levels of Victory
- 20.3 Automatic Victory

21.0 THE SCENARIOS

- 21.1 The Battles of Ligny & Quatre Bras
- 21.2 The Battle of Waterloo
- 21.3 Campaign Scenario

Game Rules

The LAST DAYS of the GRANDE ARMÉE

Revised and Expanded Second Edition

1.0 INTRODUCTION

Last Days of the Grande Armée is a two player simulation of Napoleonic warfare at the divisional level. The map is the playing surface, depicting the area where the battles historically occurred, while the playing pieces (hereafter referred to as units) represent the military formations that fought the campaign. The Players take turns moving these units and attacking enemy units in an attempt to fulfill their Victory Conditions. Historically, the French crossed the Sambre River on the morning of the 15th and fought at Ligny and Quatre Bras all day on the 16th. Waterloo was on the 18th.

A hexagonal grid overlaying the game map divides the playing surface into discrete cells termed hexes. A unit pays a variable number of Movement Points to move from one hex to another, and must stop moving when it has expended Movement Points equal to its Movement Allowance. Combat is resolved by comparing the Combat Strength of the attacking unit to the combat strength of the opposing unit in an adjacent hex. This comparison is expressed in a simple odds ratio. A die is then rolled and the result located on the Combat Results Table.

1.1 Components

Last Days of the Grande Armée contains the following components:

- One 22x34 map
- One Rulebook
- One sheet of 280 die-cut playing pieces
- Three Army Set-up Cards/Player Aid Cards on reverse
- One Orders Slip Sheet
- One box

If any of these parts are missing, or if you have any questions concerning how the game is played write to:

Last Days of the Grande Armée
Operational Studies Group
PO Box 50207
Baltimore, MD 21211
 e-mail: kzucker@charm.net

(One six-sided die is required for play—not included.)

1.11 Game Charts & Tables:

- Charts, Tables & Tracks referenced during play:
 - Set-Up Tables (French, Anglo-Allied & Prussian)
 - Terrain Key on the map
 - Terrain Effects Chart in this folder
 - Turn Record Track on the map
 - Reinforcement Tracks on the map
 - Combat Results Table in this folder
 - Elan Table (optional)
 - Casualty Tracks

- Units Available for Reorganization box
- Permanently Eliminated Units box

1.12 The Rulebook: This book contains Rules, Scenarios, and the Charts & Tables.

1.2 The Map

A hexagonal grid has been superimposed on the map to standardize the spatial relationship between its geographic features. Each hex is one mile from side to side (1760 yards, 1610 meters). Each hex also has a four-digit code printed within it to facilitate setting up the units prior to play (*see Set-up Tables for the actual locations*).

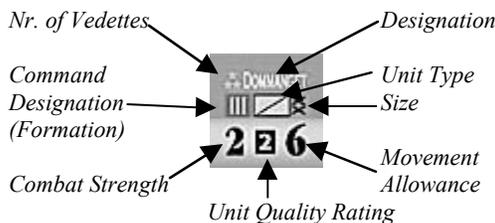
1.3 The Playing Pieces

The playing pieces are of four types: Combat Units, Trains, Leaders, and Markers. These are color-coded to represent the various nations.

1.31	Nationality	Background	Stripe	Ratings
GB	Great Britain	Red	White	Black
Han	Hanoverian	Red	Gray	Black
KGL	King's German	Feldgrau	Orange	White
D/B	Dutch Belgian	Navy Blue	White	Black
Nas	Nassau	Gray-Green	Gray-Green	Black
Brn	Brunswick	Black	Gray	Black
	Prussians	Feldgrau	White	Black
	French Line	Medium blue	Lt. Blue	Black
OG	Fr. Old Guard	Violet	Violet	Yellow
YG	Fr. Young Guard		(same as OG)	

1.32 Composition of the Three Armies: The first six nationalities comprise Wellington's Anglo-Allied Army; the Prussians comprise Blücher's Army. These forces belong to the Anglo-Prussian Player and are considered "friendly." (In a three-player game, one player represents Blücher and one Wellington; in a four-player game, one French Player represents Napoleon & one, Ney or Grouchy—*see 18.0*)

1.33 Combat Units: The numbers and symbols printed on the units relate the Combat Strength, Unit Quality Rating, Movement Allowance, Unit Type, Size, and Name.



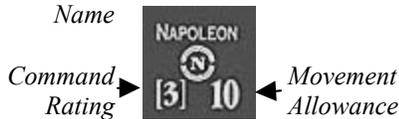
Combat Units Symbols

INFANTRY	CAVALRY	ARTILLERY
VEDETTE	BRIDGE TRAIN	HORSE ARTILLERY

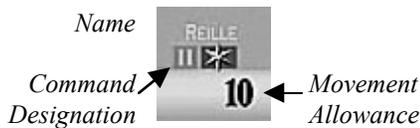
Combat Unit Size: Interpret Unit Size Symbols as follows: II — Battery, X — Brigade, XX — Division.

1.34 Leaders: Also color coded for nationality, the numbers displayed on a Leader counter record his Name, Formation, Movement Allowance, and Command Rating. Leaders come in two types; *Commanders* and *Officers*. Commanders have Command Ratings; Officers do not. The different capabilities of Commanders and Officers are thoroughly explained in the Command Rule (see 7.0).

Commanders



Officers



1.35 Trains: Bridge Trains have the unique ability to build Pontoon Bridges (see 9.2); Trains move like cavalry, paying cavalry costs, and have no ZOC.

1.36 Markers: Markers are placed on the map to indicate important information during play; they are depicted in the rules where their use is explained.

NOTE: The Optional Hidden Force Markers have other informational markers on their front sides—Demoralized, Road March, and Out of Command Markers.

1.4 Glossary

The following are important concepts:

Combat Strength: The total manpower of a Combat Unit quantified in Strength Points (SPs). The manpower per SP varies by nationality:

French Guard = 660 to 830. French cavalry = 660 to 1,000. Prussian infantry = 1,000 to 1,200.

All other French and Prussian combat units = 800 to 1,000. Brunswick = 800, Cooke (Gds) = 830, Stedman = 1,200, Anthing and D/B cavalry = 1,330. All other Anglo-Allied units = 1,000.

Combat Unit: All playing pieces (except Leaders, Trains, and Markers). Only Combat Units may attack or defend against enemy Combat Units.

Combined Arms: An attacking force with infantry, artillery and cavalry gains a combat odds shift of one column to the right. The cavalry may include vedettes (see 16.1) **but must have a strength of at least one** after all modifications.

Combined Arms Attacks are not possible when (a) any cavalry of the force is attacking through a woods hexside; (b) attacking into a chateau; (c) the defending hex also contains infantry and at least one SP of cavalry; (d) through a river bridge.

Commanders: Leaders at the highest level who may place their subordinates (Officers and Combat Units) “In Command” so that they may move automatically during

their turn.

Command Designation: The designation (usually a Corps’s Roman Numeral) shared by an Officer and the units of his command. An Officer commands all Combat Units that share his Command Designation.

Command Range: The “radius of command” beyond which the Commander cannot place units and officers “In Command.”

Command Rating: The number of Formations and individual Combat Units that a Commander may place “In Command” at one time.

Élan: *Optional Rule (see 11.7).*—Requires a die roll to determine whether a unit may Engage.

Engage: The act of entering an Enemy Zone of Control—this requires an attack upon the adjacent Enemy unit. Artillery when bombarding are not “Engaged.”

Force: (a) a single stack, or (b) an entire Formation, excluding any out of command units.

Formation (generally Corps): A group of Combat Units and an Officer that share the same command designation.

Initiative: Used to determine the rate of movement of all the units of an army (Vedettes however may always move up to 9 MPs; see 8.1).

In Command: To be within the Command Range of a Commander, or of an Officer who is in turn In Command.

Leaders: Commanders and Officers, including their staffs, necessary to link all parts of the army to its Chain of Command.

March Order: A March Order allows a Force to move during the Friendly Command Movement Segment (even at night) regardless of Command Range (see 7.2).

Movement Allowance: The total of Movement Points a unit may expend during each friendly Movement Phase. Each clear terrain hex costs one Movement Point to enter. Thus, an infantry unit may move up to 5 clear terrain hexes each turn. When the Movement Allowance is reduced to zero, the unit ceases movement.

NOTE: The printed Movement Allowance on the unit counter represents the “normal” Movement Allowance for units of that type. However, the actual Movement Allowance will vary (see “Initiative”).

Officers: Leaders (of a Corps or 'Formation') who are in charge of all units that share their Command Designation. They are the second link in the chain of command, between Commanders and Combat Units.

Phasing Player: The Player whose Player-Turn is in progress (see 2.11).

Reduced Unit: A reduced unit is indicated by an ® in its unit symbol on its reduced side (see 19.28).

Reorganization: To return units previously eliminated in combat back into play. Commanders may Reorganize any Combat Unit in the Night Half Section of the UAR box Section of the UAR box, while Officers may only Reorganize such Combat Units from their Formation.

Repulse: Moving forces may attempt to displace enemy units out of their path. In order for a Repulse to succeed the moving force must have 5-1 odds (see 10.0).

Road March: In order to benefit from road and bridge terrain costs a unit must be in “Road March.” This can be declared freely by the player, but units in Road March may not stack and have other limits on their movement (see 8.42).

Supply Line: A Line of up to 9 connected hexes from a Combat Unit to road hex, whence an uninterrupted line of connected road hexes of any length must continue the line to a Friendly Supply Source.

Train Units: Bridge Trains and artillery which pay cavalry costs, and have no ZOC (*see 9.1*). Train units (and artillery) pay double the normal terrain movement costs during mud. Trains move free of command restrictions.

Unit I.D.: The name of the Corps or Division General;

Unit Type: The combat arm, either infantry, artillery or cavalry. Cavalry and artillery have separate terrain costs for some types of terrain (*see Terrain Effects on Movement*.)

Units Awaiting Reorganization box [UAR box]: A holding area for combat units which have been eliminated in combat, including those currently eligible for reorganization.

This box is divided into sections labeled “Day Half” and “Night Half.”

Vedettes: Vedettes provide your scouting and screening abilities. Light Cavalry units can be broken-down into a number of Vedettes indicated by the number of asterisks to the left of the unit’s name.

Woods Hexsides: Cavalry & Artillery pays 3, Infantry 1 additional MP to cross a hexside completely covered by the woods pattern. Cavalry attacking or defending across a woods hexside has its combat value halved (no effect on Infantry Combat Strength, attacking or defending). Combined Arms Attacks are not possible when any portion of the attack goes through a woods hexside. NOTE: Woods are treated as a hexside type in this game. “Woods Hexes” have no effect.

Zone of Control: (ZOC) All six hexes adjacent to a Combat Unit, unless blocked. A River on the hexside blocks ZOCs—units exert no ZOC across River hexsides (bridged or unbridged) (*see 4.0*).

1.5 Hidden Forces

At the beginning of each scenario, units are placed on the map as Hidden Forces, flag side up, obscuring the unit’s identity from the opposing player. The owning player may examine his own forces at any time. All units remain obscured until revealed (*according to 1.51*).

1.51 Revealing Hidden Forces: A Hidden Force is revealed and turned face-up:

1. At the beginning of any Movement Phase if in an enemy ZOC—both the moving and non-moving force are revealed.
2. During the Movement Phase if involved in a Repulse—both the moving and target force are revealed. Both players reveal their own Hidden Forces involved.
3. At the beginning of any Combat Phase if in an enemy ZOC—both the attacker and defender reveal.
4. At the beginning of any Combat Phase if the weather is *not* rain and a force on a hilltop (*see 11.31-B*) has a straight **Line of Sight** to an enemy force in a slope hex or clear terrain hex that is four (4) or fewer hexes distant, with *no* terrain, or any occupied hexes, intervening. The observer on the hilltop must be within four hexes of any friendly leader. For Line-of-Sight purposes, a unit is considered to be on a Hilltop if the line of sight goes downhill through a Slope Hex.

EXAMPLE OF HILLTOP: 2118, 1309, 1207, 1405.

NOTE: *The dust and smoke from any unit, friendly or enemy, blocks the LOS.*

(Optional) Allow a unit with a Line of Sight as defined in Nr. 4 above to discover only the rounded strength of the hex (to nearest 10 SPs)—instead of turning all those units face up.

1.52 Obscuring Hidden Forces: A Force remains revealed as long as it stays in an EZOC. As soon as units are no longer in EZOCs, or the Repulse or Combat Phase has been resolved, they are once again hidden.

1.53 Vedettes, Leaders, and Units with a Strength of One:

These unit types are back-printed as Hidden Force Markers. The backs of these units act as Hidden Force Markers when in place on the top of the stack they occupy. When revealing these forces, simply flip the unit over. Can also use the back of some OOC, Demoralized, or Road March markers. See 1.5 & 1.56 in 4LB.

1.6 Set-up

Players first select a scenario and carefully punch out the units. The units set up on the map according to the locations in the Set Up & Reinforcement Tables. Units may be reduced (set-up their reduced strength counter). The First Player always sets up his units (Hidden Forces) on the map before the Second Player. (First and Second Player designations are given in the particular Scenario instructions—see 21.0).

1.61 Reinforcements: Leaders and Combat Units that are not set up in the scenario arrive later as Reinforcements. These units should be placed directly on the Turn Record Track, as Hidden Forces, in the space corresponding to the turn in which they enter play.

Optional (*see 1.5*): Place Hidden Force Markers on all Reinforcements waiting to enter the map.

1.62 Reduced Units: Reduced units at start are set-up with their ® facing up (*see 19.28*).

1.63 Marker Placement: Once all units have been set up, the Game-Turn marker is placed on the turn in which the scenario starts.

2.0 SEQUENCE OF PLAY

Last Days of the Grande Armée is played in a series of sequenced game-turns, each of which represents either 6 hours of daylight, or 6 hours of darkness—three Day and one Night Game-Turns per day.

2.1 Day Game-Turns

Each Day turn is divided into two Player Turns, each of which is further subdivided into three Phases. The First Player resolves all three Phases of his Player Turn, then the Second Player does the same. After the Second Player has completed his Player Turn, the Game-Turn is complete and a new Game-Turn begins.

2.11 First Player Turn: Each of the following Phases must be resolved in the exact order given. Any action that is out of sequence is in violation of the rules.

A. Command and Reorganization Phase: This phase is resolved in two segments as outlined below.

1. Reorganization Segment. The Phasing Player may attempt to move any eliminated Combat Units Awaiting Reorganization in Day Section (unrecovered section) to the Night section (recovered section) (*see 6.13*). The Phasing

Player may then use eligible Leaders to bring units from the Night Section of the UAR box (recovered section) back into play. The units are placed in the hex accompanying the Leader who Reorganized them, and the Casualty Tracks (*see 12.1*) are adjusted accordingly. Leaders that Reorganize combat units may not be part of the “chain of command” during the immediately following Command Segment (they may not put units In Command).

2. Command Segment:

- a) The Phasing Player removes all “Out of Command” markers from his forces.
- b) The player allocates his Command Points, placing Officers and Combat Units “In Command” (they must be within the Commander’s Command Range). If an Officer is placed In Command then any combat units of his Formation within his Command Range are automatically “In Command.”
- c) “Out of Command” markers are placed on all forces not placed In Command during this segment.
- d) Pontoon Bridges are reconfigured (*see 9.23*).

B. Movement Phase: This phase is resolved in a series of segments as outlined below.

1. Initiative Segment. The Phasing Player draws one Initiative Chit from the Initiative Chit cup and places it face up on the map. This chit specifies the Movement Allowance of his infantry/cavalry units for this turn. Vedettes may always move up to 9 MPs *every* turn with no Forced March. He may play another Initiative Chit from his hand, giving his units “In Command” a Movement Allowance equal to the total of the two Initiative Chits (*see “Forced March” 8.13*).

2. Movement Segment. The Phasing Player may move some or all of his units and leaders up to the limit of their Movement Allowance. All units may expend the Movement Points specified by the first Initiative Chit, regardless of whether or not they are in Command. Those judged “In Command” may Force March (*see “Forced March” 8.13*). During this Phase reinforcements may enter and move. Only the Phasing Player’s units may move.

C. Combat Phase: Combat is resolved in a series of segments as outlined below:

1. Both players simultaneously reveal the identity of all their Combat Units and Leaders that are in an enemy ZOC (*see “Zones of Control,” 4.0*).
2. Defending cavalry (including Vedettes) retreat before combat as desired by the owning player (*see 16.2*). The attacker may have any or all of his cavalry (including Vedettes) make a Retreat Before Combat.
3. The Phasing Player conducts a series of Attacks using the procedures outlined in the Combat Rules (*see 11.3*). He must attack all enemy Combat Units in whose Zones of Control his units find themselves, and every Friendly unit in an enemy ZOC must attack.
4. If opposing forces remain engaged after the combat, they remain revealed—otherwise forces are again hidden.

2.12 Second Player Turn: The Second Player Turn is identical to the First Player Turn except the Phasing Player’s identity. Command, Movement and Combat Phases are resolved exactly as described for the First Player.

A. Command and Reorganization Phase

B. Movement Phase

C. Combat Phase

D. Game-Turn Marker Advancement Phase

The Game-Turn Marker is moved into the next space on the Turn Record Track, and a new Game-Turn begins.

2.2 Night Game-Turns

The fourth Game-Turn of each 24-hour period is Night. Night Turns are resolved exactly like Day Turns except that 1) there is no Combat Phase; 2) there is an additional Supply Segment; 3) there is a limited Reorganization segment; 4) the Second Player Turn is resolved before the First Player Turn; 5) and, the only movement permissible is restricted to units having March orders. The Second Player Turn is resolved before the First Player Turn.

2.21 Second Player Night Turn

A. Command and Reorganization Phase

No *Command Segment* takes place during Night Turns.

1. March Order Dispatch Segment: During night turns only, any one friendly Force may be sent a March Order (*see 8.22*). This March Order takes effect on the upcoming day.

2. Reorganization Segment: All Friendly units still remaining in the Day Section of the Units Awaiting Reorganization box are shifted to the Night Section. During Night no actual Reorganization of units onto the map takes place.

B. Supply Phase

The Phasing Player removes all Out of Command markers from Friendly Combat Units and Leaders. He then determines the Supply and Demoralization status of each of his units.

C. Disengagement Phase

The Phasing Player moves all of his units that are in an enemy ZOC out of the enemy ZOC one or two hexes, but may not enter another enemy ZOC. If no hex is available, the units remain in place, engaged (*see 4.2*).

NOTE: *The only other time that units may voluntarily exit an EZOC is when Cavalry retreats before combat.*

If there is no hex available for disengagement the unit remains engaged. If an in-command unit starts the Movement Phase in an EZOC, it can move out of that EZOC as its first movement (not directly into another ZOC).

2.22 First Player Night Turn: The First Player Night Turn is comprised of the same four phases as the Second Player Night Turn, A–C.

D. Game-Turn Marker Advancement Phase

The Game-Turn Marker is moved into the next space on the Turn Record Track.

2.3 Rain Game-Turns

The Turn Record Track shows which Game-Turns are considered Rain. These are resolved exactly like Day Game-Turns except that there is no Combat Phase; instead, there is a “Night” Disengagement Phase.

2.31 First Player Rain Turn:

A. Command and Reorganization Phase

Resolved exactly as described under 2.11.

B. Movement Phase

Resolved exactly as described under 2.11.

C. Night Disengagement Phase

Resolved exactly as described under 2.21.

2.32 Second Player Rain Player Turn:

Identical to the First Player Rain Turn; adding:

D. Game-Turn Marker Advancement Phase

The Game-Turn Marker is moved into the next space on the Turn Record Track indicating the beginning of the morning turn.

3.0 STACKING

Players may Stack more than one Friendly Combat unit in a hex at the end of the Movement Phase. It costs **one-half** Movement Point to enter a hex with another combat unit and remain there. You can move **through** a unit's hex at no extra cost.

3.1 Stacking Limits

The maximum number of Combat Units permitted in a hex is limited as follows:

3.11 Leader in Hex: A hex with a Leader may contain up to any two infantry units and four cavalry and/or horse artillery units; plus one artillery or bridge train unit. These units need not belong to the same formation as long as a Leader is there to keep things organized.

SUMMARY: 2I + 4C/HA + 1A/T

3.12 No Leader in Hex: If no Leader is in the hex, a total of three Combat Units (no more than two infantry), may stack, regardless of their size or type. They may be of any formation, but may not include Trains.

3.13 Free Stacking Units: Leaders, Vedettes, Deployed Pontoon Bridges and all other Markers do not count against the stacking limit.

3.14 Vedettes: Limit each hex to 3 vedettes.

3.2 Road March

Units in Road March may not stack (*see 8.42C*). Units not in Road March may move **through** other Friendly units **not** in Road March, and vice-versa. There is no extra MP cost to move through a friendly-occupied hex.

4.0 ZONES OF CONTROL

Each ZOC hex represents a battalion of infantry or a regiment of cavalry detached to harass the approaching enemy. The six hexes immediately surrounding a Combat Unit are its Zone of Control. EXCEPTION: If a River hexside intervenes, or if the adjacent hex is a Chateau, then it is not in a unit's ZOC. ZOCs do not extend into chateaux ZOCs do not extend across river bridges.

All combat units exert a ZOC at all times regardless of the Phase or Player Turn, even if the hex is occupied by an enemy unit, or in the ZOC of an enemy unit (EZOC). Train Units do not have ZOCs.

If a Friendly Combat Unit is in an EZOC, the opposing units are equally and mutually affected by the other's ZOC. The presence of a Friendly unit in an EZOC does not negate the effect of the EZOC (*see 7.22B*).

4.1 Engagement

Entering an EZOC is termed "Engagement."

4.11 Combat Units may freely enter EZOCs but may not continue moving until (1) they Retreat **Before** or After Combat, (2) the **enemy** retreats or is eliminated, (3) they **Disengage** during a Night or Rain Turn, or (4) after a successful **Repulse** (*see 10.0*).

4.12 Leaders and Trains may not enter EZOCs voluntarily unless a Friendly Combat Unit also occupies the hex. Leaders may exit EZOCs freely.

4.2 Night Disengagement

Units must exit EZOCs during their Friendly Night Disengagement Phase, but may only move a maximum of two hexes upon disengaging, and cannot enter another EZOC at Night. If there is no such hex available the unit remains engaged. (*This is not the same as Retreat After Combat, 11.4.*)

4.3 ZOCs in the Combat Phase

4.31 Engaged Units Must Attack: During the Combat Phase every Phasing Combat Unit that is in an enemy ZOC **must** attack. Every enemy Combat Unit that is in a Phasing Combat Unit's ZOC must be attacked.

EXCEPTION: Attacking or Defending Cavalry or Vedettes may retreat before combat, as long as they are not in the ZOC of a cavalry unit with equal or greater Movement Allowance (see 16.2).

4.32 Retreat and Advance into ZOCs: Upon a Combat result of "Dr" (or "Dr2," etc.) Combat Units must retreat out of an enemy ZOC. However, they may never retreat into an EZOC (even if there is a Friendly unit occupying the hex). *EXCEPTION: (See 4.4.)* They are eliminated if no hex free of EZOCs is available for their retreat. Victorious Combat Units may advance into the vacated enemy hex even if that hex is in an EZOC, and may even advance from one EZOC to another.

4.33 Optional Rule: Discretionary Attack

If both players agree, Combat units adjacent to the enemy are **not** required to attack. However, if they do attack an enemy unit, then they (or other friendly forces) must attack every adjacent enemy unit. Units still may not move from one EZOC to another (*see also 11.73 below*).

4.4 Vedettes' ZOCs

Vedettes have flexible ZOCs through which enemy combat units may retreat. (*See 10.0 and 13.0.*) Combat Units may retreat into the ZOC of an enemy Vedette, but not in a retreat before combat.



EXAMPLE: *Two French units surround the Prussian unit—the latter may retreat—only as a result of combat—through the ZOC of either French unit only if the French unit retreated past is a Vedette.*

5.0 LEADERS

Each Leader unit represents the named person as well as his accompanying staff and escort. Leaders perform five important functions:

- A. They place Combat Units In Command (*see 7.0*) so that they may be moved as a formation and not individually.
- B. They Reorganize eliminated Combat Units (*see 6.0*)
- C. They facilitate the Advance After Combat of more than one victorious Combat Unit (*see 11.46*).
- D. They facilitate stacking (*see 3.11*)
- E. They enable uncovering hidden forces by units in range (*see 1.51.4*)

5.1 Types of Leaders

Leaders come in two distinct types: Commanders and Officers.

5.11 Commanders: Commanders stand at the top of the "chain of command." A Commander may Reorganize or place In Command any Officers and Combat Units that belong to his Army regardless of Formation. Each Commander has a Command Rating which is the number of Command Points he may execute in a given Command Phase. With each Command Point he can place In Command one Officer *plus* one Combat Unit.

EXAMPLE: *A Commander with a Command Rating of 3 may place three Officers and three Combat Units In Command that turn.*

5.12 Officers: Officers are the second link in the "chain of command." They are in charge of specific Formations. An Officer commands all Combat Units that share his Command Designation.

EXAMPLE: Mouton commands the VI Corps of the French Army. All Combat Units of the French Army that bear the VI Corps designation are part of Mouton's Formation, and may be placed "In Command" only by him, or by a Commander (Napoleon, Grouchy, or Ney. Grouchy's designation of "Cav" has no effect on play). No other Corps Officer may link these Combat Units to the chain of command.

5.13 Replacement Officers: The French, Prussian, and Anglo-Allied armies each have one Replacement Leader who will come into play if (and only if) a corps officer is captured. He can perform just like the officer he replaced for that officer's formation. When a Leader is captured his replacement automatically enters play at the beginning of the next friendly *Command Segment* (so he cannot facilitate reorganisation in this turn) stacked with any friendly Combat Unit of his Formation (if an Officer). If no part of his formation exists, he enters during the next movement phase as a reinforcement.

5.14 Napoleon: If Napoleon is stacked with an attacking or defending force or bombarding artillery, the odds column for the ensuing combat is shifted one column in his favor.

EXAMPLE: *If Napoleon is part of a one-to-one attack, the odds are shifted to one and half -to-one. If Napoleon is defending and the odds are three to one, reduce it to two-to-one.*

NOTE: *Napoleon's early training was in the artillery and he paid special attention to the deployment of that arm.*

5.15 Bülow, Hill, Orange, Zeiten and Uxbridge: These Commanders are also officers of their particular formations.

Their corps are thus always In Command as long as the various units are within the command range of their leader. They may also put In Command one Combat Unit that does not belong to their corps. In the event any of these commanders are eliminated their replacement is not a Commander, but an officer. Thus, a replacement leader for Hill (II Corps) would need a command point from Wellington to place the II Corps In Command.

- **Orange** has a (2) for command rating, signifying that he can command his corps plus another officer and place two units not from either corps in command.

- **Collaert** commands the D/B cavalry—Trip, Ghigny, Merlen, and Gey. They can be commanded either by Orange or Collaert. (Collaert's counter should say "Cav" not "D/B.")

5.16 Reserve Corps: In addition to being the Anglo-Allied Army commander, Wellington is the Officer of the Reserve Corps. Wellington's Reserve Corps counts as one corps against his Command Rating, as for the other commanders.

5.17 Frederick: Frederick is the commander of the three Dutch-Belgian units of II Corps—Stedman, Anthing, and 1st artillery—as shown on the Reinforcement Track on the map. These units may remain under Frederick's command or if Command Radius allows they may be placed under Hill.

5.18 Marshal Ney's Impetuosity

Marshal Ney sometimes showed a lack of understanding which he compensated with a fiery personal bravery. When using the optional Cavalry Impetus and Control Rule (11.47), modify the die roll by +2 for all cavalry units commanded that turn by Marshal Ney.

5.2 Leader Escorts

When a Leader is *not* stacked with a friendly combat unit (and only then), a Leader is considered a Vedette with a Combat Strength of 1/2 and *all* abilities of Vedettes (*see 13.0*)—except as follows:

5.21 ZOCs: A Leader *may* move and *retreat* after combat from EZOC to EZOC if each hex is occupied by Friendly Combat Units.

5.22 Capture: A leader may be captured in a retreat after Combat or Repulse (*see 11.42 and 5.32*). If the enemy Player rolls a 6 the leader (and his escort) is captured and removed from play. On a 1–5 the leader may retreat with his stack. (*See 5.13, Replacement Officers.*)

If he is not captured, the leader must displace to the nearest friendly unit. If there is no friendly unit within the Leader's Movement Allowance, he may move to any hex within his MA (according to 8.0, Movement).

5.23 Capture May Occur After Ae or De Result

A Leader may be captured in a "De" (if defending) or "Ae" (if attacking) Combat Result, using the same procedure as defined in 5.22.

5.3 Advance and Retreat

Leaders stacked with friendly combat units can always *engage* and *advance* with their stack.

5.31 Leaders and Advance After Combat: Leaders along with *all* (undemoralized) units of their stack may advance one hex into a hex vacated by the enemy as a result of combat. *EXCEPTION: Non-Horse Artillery units cannot advance after combat.*

5.32 Leaders and Retreat After Combat: Before Leaders

may accompany Combat Units they are stacked with in a retreat after Combat or Repulse, every Leader in the retreating stack is subject to a separate die-roll to determine capture.

6.0 REORGANIZATION

Reorganization allows combat units that have been eliminated in combat to return to play. Officers perform Reorganization for the units of their Formation.

6.1 Eligibility for Reorganization

6.11 Permanently Eliminated Units

HISTORICAL NOTE: *Units termed “Permanently Eliminated” would have been able to reorganize, it is true, but not within the time-span of this game.*

Permanently Eliminated Units may not be Reorganized. The following Combat Units are ineligible for Reorganization, and are placed in the Permanently Eliminated Units box [“PEU box”] when lost in combat.

A. Already Reduced: A unit already at its Reduced Strength when it was eliminated.

B. Surrounded: A unit eliminated in combat by an **Ae, A1/2, De, D1/2, or Ex** result while surrounded by any combination of enemy Combat Units, EZOCs, or River Hexsides.

C. Unable to Retreat Fully: A unit unable to retreat the full distance specified in its “Retreat” Result is liable to be placed in the PEU box on a die roll of 4,5 or 6 (*see 11.44*). Vedettes are also PEU if unable to retreat.

D. No Reduced Strength: A unit with no reduced strength counter. **EXCEPTION:** *Vedettes (see 6.3).*

E. Retreat Across Bridges: Each unit retreating across the same River bridge in the same Combat Phase risks elimination and must roll the die (*see 11.43*).

6.12 Combat Units Eligible for Reorganization: Eliminated Combat units that are eligible for Reorganization are placed directly in the Reorganization box [UAR box] on the Player Aid Card, in the Day Section (unrecovered section).

6.13 Recovery: At the beginning of each Friendly Reorganization Segment of the Night Turn, the Phasing Player flips over any Combat Units in the Day section to their Reduced side and places them into the Night section of the Reorganization box.

6.14 Leader Requirements: To reorganize, Leaders must be at least 4 hexes away from the nearest enemy Combat Unit, Vedettes included (3 intervening hexes without an enemy Combat Unit). An Officer does not have to be In Command in order to Reorganize Combat Units. Officers may only Reorganize Combat Units that belong to their Formation. A Commander may Reorganize Combat Units that belong to any Friendly Formation. Officers that reorganize may not be part of the Chain of Command for the remainder of that turn. **EXCEPTIONS:** *Reorganization of vedettes does not affect a Leader’s command abilities; and there is no minimum distance to the enemy (see 6.3 and 13.13).*

6.2 Reorganization Procedure

6.21 Reorganizing Undemoralized Units: An eligible Leader may automatically Reorganize up to two Combat Units per Friendly Reorganization Segment. The Phasing Player simply removes the Combat Units from the Night section (recovered

section) of the UAR box and places their reduced strength counter beneath the Leader who Reorganized them. (*For Demoralized units, see 12.23*)

6.22 Reorganizing Leader’s Hex: Reorganization can take place in any type of terrain. If placing reorganized Combat Units in the Leader’s hex would violate the Stacking Limit, the Combat Units already there may be Displaced.

EXCEPTION: *See 12.23.*

6.23 Out of Command Markers: Each Leader that attempted Reorganization this Segment (successful or not) is marked with an Out of Command marker.

EXCEPTION: *Reorganizing vedettes does not require an Out of Command Marker.*

Officers so marked may not be placed In Command during the immediately following Command Segment.

6.3 Reorganizing Vedettes

Unlike regular Combat Units, a reorganized Vedette may be returned to play at full strength.

6.31 Surrounded Vedettes: A vedette surrounded at the time of its elimination may *not* be reorganized and is placed immediately in the PEU box.

6.32 Elimination Results: A Vedette eliminated in combat goes immediately into the Night section (recovered section), unless surrounded when eliminated (and then it is PEU).

6.33 Who can Reorganize: Vedettes belong to specific Formations and must be Reorganized by that Formation’s Officer (or by commanders). Vedettes that belong to a Formation without an Officer may only be Reorganized by a Commander.

7.0 COMMAND

Each army has a “chain of command” that represents how orders are passed down through the various headquarters. The lowest link in the chain are the individual Combat Units: i.e.; the name appearing at the top of the unit being the divisional general who would also have a small staff of as many as a half a dozen officers of lesser rank. The second link in the “chain of Command” are the Formation Officers who are generally Corps commanders.

During each Command Segment, the Phasing Player determines which of his forces will operate within the chain of command and which will not. Being outside the chain of Command prevents them from making a Forced March in the following Movement Phase, and removes their option to advance after combat in the Friendly Combat Phase.

7.1 Command Sequence

During the Friendly Command Segment, the Phasing Player uses the following procedure to determine which of his Officers (and Forces) are In Command.

7.11 Command Point Allocation: Commanders possess a number of Command Points equal to their Command Rating. The Command Rating is the number of Officers **and** individual units the Commander may place In Command. The Phasing Player allocates these to Forces (Officers and individual units) within the Command Range of the Commander (*see 7.2*). *Napoleon with a 3 rating, may place three officers plus three combat units in command.* If a

Command Point is allocated to place an Officer In Command, then all Combat Units of his Formation within his Command Range are automatically In Command.

7.12 Out of Command Markers: After all Command Points have been allocated, the Phasing Player places Out of Command (OOC) markers on top of each Officer (or stack) not In Command. If an entire corps is out of command, place the OOC marker on the corps officer.

7.13 Individual Unit Command: Each commander may use his Command Rating to place individual units In Command (see 7.11). In order to be placed In Command a unit must be within the Command Range of the Commander (see 7.2).

7.2 Command Range

An Officer or Combat Unit may only be placed In Command by a Commander within Command Range. Command Range varies depending on whether it is traced through roads or trails. Command Range is the same for Officers and Commanders.

Command Range is:

- A. 2 Hexes if neither hex (or only one) is road or trail.
- B. 3 Hexes if the first two or last two hexes are connected by roads or trails.
- C. 4 Hexes if traced exclusively through road or trail.

7.21 Road March Command Range: Units of a single formation in a Road March column can be a part of the “chain of command.” A unit is considered In Command if it is:

- A. in Road March and
- B. within two hexes of another unit of its formation, on a connected road, that is itself already in command.

7.22 Command Range Restrictions: Command Range may not be traced through:

- A. a hex occupied by an enemy Combat Unit.
- B. an unbridged River hexside.

NOTE: Command range can be traced through EZOC. EZOCs do not block Command Range.

7.3 Out of Command

If an Officer or Combat Unit is Out of Command at the end of a Friendly Command and Reorganization Phase, it remains so until the next Friendly Command Segment, when all Out of Command markers are removed. An Officer or Combat Unit that is In Command at the end of the Friendly Command and Reorganization Phase is In Command until the next Friendly Command Segment.

7.31 Out of Command Effects on Movement: Officers and Combat Units that are Out of Command may not Force March (see 8.13). They *may* move up to their full Movement Allowance (8.12) and Engage normally.

7.32 Out of Command Effects on Combat: Combat Units that are Out of Command may not Advance after Combat—Combat Units do not have to be In Command in order to attack. (Any unit in an enemy ZOC at the start of the Combat Phase must attack. EXCEPTIONS: see 4.33 and 8.42B)

8.0 MOVEMENT

During the Movement Phase, the Phasing Player may move all, some, or none of his Units and Leaders up to their full

Movement Allowance in any direction, subject to their Command status, Initiative, terrain restrictions, and the presence of Enemy units and EZOCs. A unit must be In Command to be able to move.

8.1 Initiative

At the start of the game each player takes a number of Initiative Chits as specified in the Scenario Instructions (21.0) and places the remainder into an “Initiative Chit Cup” (*a coffee cup works well*). Each turn a player draws one Initiative Chit from the cup. He must play that chit, which establishes the movement allowance of his army for that turn. (Leaders are unaffected by Initiative, and their movement is always their printed Movement Allowance.) At the end of the turn all chit(s) played (Forced March and regular) are returned to the cup.

8.11 Draw One Chit: During the Initiative Segment, the Phasing Player draws one Initiative Chit to determine the pace of his army's movement.

8.12 Movement Allowance: The Movement Allowance of each unit in his army is determined by the value of the Initiative Chit a Player draws. For example, if he draws—

Initiative Chit 4/6

all infantry move 4 all cavalry move 6

Initiative Chit 3/4

all infantry move 3 all cavalry move 4

Initiative Chit 2/3

all infantry move 2 all cavalry move 3

8.13 Forced March: The Player may play one extra chit if he has one in his hand, and add the result to determine the total Movement Allowance of all his units “In Command.” This extra chit play is considered a Forced March. A Force March may not be played two turns in a row by the same player. (A player may still issue a march order (8.2) to reinforcements that enter on the turn on which “Forced March” may not be played.) Bridge Trains and Out of Command units may never Force March.

EXAMPLE: A player commences a scenario with 4 chits in his hand. On the first day he force marches morning and evening, and spends one more for a regular march in the afternoon, spending a total of five chits that day. He draws four chits that day, (one each turn, including Night), and so begins the second day with one less chit than he had at start (i.e., three instead of four). The Forced March chits are returned not to his hand but to the cup, where they are apt to become next turn's regular move chit.

8.14 Night Turns: During Night Turns, Initiative Chits are drawn but not played. Units in enemy ZOCs take an automatic DR. Leaders only may move (see “Night”).

8.15 Chits At Start

(See the Scenario Instructions.)

8.16 Demoralization: Subtract one from the Movement Allowance of all Demoralized Officers and Combat Units.

8.2 March Orders

A March Order allows a Force to make a Forced March, regardless of the restrictions of Command. A Force (see

Glossary) may receive a March Order if it is a Reinforcement, or if it is the **one** force selected under 8.22. A March Order persists from turn to turn until the first unit in the Force reaches its destination

8.21 Reinforcements: A Reinforcement Force may only be placed under a March Order on the turn of its map entry, though its arrival may be delayed indefinitely by the Player. The number of reinforcement units or reinforcement formations that may be placed under a march order on any given turn is limited only by the number of reinforcement forces arriving on that turn.

8.22 Any One Force: Any one on-map Force (*see Glossary*) within 24 MPs (*traced like a Supply Line, see 14.1*) of the on-map Army Commander (Blücher, Wellington or Napoleon), may be placed under a March Order during each Night Command Phase, and prior to the Start of Play (*see 19.3*), regardless of command (*see the Sequence of Play, 2.2*).

8.23 Specify Objective Hex: The Player must secretly specify the Objective Hex on an “Orders Slip” (use scratch paper) when the March Order is issued. This objective must be revealed to the Enemy Player at the end of the game. The objective may be any village, town, or Chateau on the map. For each Force under a March Order, the Player must write down the name of the Officer or the designation of the individual unit(s) in question. A force may be assigned only one objective at a time.

8.24 Movement of Forces under a March Order:

The force must move in each subsequent turn, starting with the next morning turn, as quickly as possible, until it reaches its objective. The units under a March Order must take the shortest possible route (in terms of Movement Points) toward their Objective Hex. A Force may not enter an EZOC while under a March Order. If its path would bring it into an EZOC, the Force must stop outside the EZOC. A Force given the March Order must move at its total Movement Allowance (*see 8.12*) each turn. The Force is **not** required to use road march.

8.25 Forces Removed from March Orders: When the Force reaches its objective, the March Order is removed and is no longer in effect. For the remainder of that turn, the force is Demoralized (*see 12.0*). A Force is removed from the March Order at the end of any phase in which:

- A. an infantry unit in the force reaches its objective hex.
- B. any unit in the force moves **adjacent** to an EZOC.
- C. At the Player’s option, if it is **in command** during the friendly Command Phase.
- D. If the force bumps into a friendly Road March column (*see 8.42D*).

NOTE: The march order ends with the **turn** that the first infantry unit reaches the destination hex (or enters an EZOC, etc.) All of the units of the Force (if a multi-unit Force) yet to move may move freely under March Orders for the remainder of the turn.

8.3 Movement Procedure

The Phasing Player may move units individually or as a stack (**EXCEPTION:** *see Road March, 8.4*). Whether moving individually or by stack, the move must be completed prior to moving the next individual unit or stack. Units may only move from hex to contiguous hex paying MPs for each hex along the way.

8.31 Terrain and Movement: Each hex costs a number of

Movement Points. This number of Movement Points varies depending on the terrain in the hex and on the hexside crossed to enter the hex. A “Woods Hexside” is one completely covered by the woods pattern.

8.32 Movement Point Costs: The MP costs are deducted from the Movement Allowance of the unit as it moves from hex to hex. All Movement Point costs are cumulative. When the unit has insufficient Movement Points left to pay the cost of the next hex, that unit must cease moving (*see 8.34*).

EXAMPLE: *Moving from one clear hex to another costs one Movement Point. If a stream hexside intervened between the hexes the stream hexside would add an additional one MP. An Infantry Combat Unit moving across a woods hexside pays one additional Movement Point. Crossing a hexside which is surrounded by woods on both sides of the stream costs an additional Movement Point for a total of four.*

8.33 Cavalry Costs: Trains, Leaders, Cavalry and Vedettes pay the cavalry costs for all terrain types.

8.34 Movement Restrictions:

A. A unit may never expend more Movement Points than its Movement Allowance in a single Movement Phase.

EXCEPTION: *If the cost of terrain in the hex and hexside exceeds the printed Movement Allowance of the unit, the unit may move one hex per turn.*

B. Unused Movement Points may not be saved up from turn to turn. When a unit ceases movement, all unused Movement Points are forfeit. Movement Points may not be given or loaned to other units that have not yet moved.

C. Once the Phasing Player has removed his hand from the playing piece he is moving he may not return to moving that piece without the consent of his opponent.

D. A maximum of three Combat Units may end a Movement Phase stacked in a single hex, unless a Leader is present (*see 3.11*).

E. A Combat Unit must stop the moment it enters an EZOC. **EXCEPTION:** *See 10.0, Repulse.*

F. A Unit cannot enter a hex occupied by an opposing combat unit (*see 5.32*). A Leader or train may enter an enemy ZOC only if the hex is also occupied by a Friendly Combat Unit. A Leader (but not a unit) **may** move from enemy ZOC to enemy ZOC if each of these hexes are occupied by Friendly Combat Units.

8.4 Road March

Europeans introduced the first paved post roads only during the half-century between the Seven Years War and the Napoleonic wars. The Grande Armée knew how to take advantage of the greater mobility they afforded. In order to benefit fully from the road, a unit would have to make a long narrow column: transport in the middle, infantrymen marching on the shoulder.

8.41 Road March Procedure: All units (including Trains) may use road march. As the Phasing Player begins to move a unit on the road, he declares that it will use the road advantage and is marked with a "Road March" marker. Such a unit is “In Road March” until declared otherwise.

NOTE: *There is no cost to declare Road March, and no cost to rotate the directional arrow on the Marker.*

The player may declare the unit in Road March at any point in the unit’s movement, but does not pay Road March

movement rates until it is declared. Each hex from Road to contiguous Road (not trail) costs one-half (1/2) Movement Point in Road March, and there is no extra cost for bridges (a cavalry unit with 6 Movement Points could move a maximum of 12 hexes along a road). A unit in Road March need not remain on road hexes, but is in Road March until the Road March marker is removed (*see 8.43*).

8.42 Restrictions: The restrictions (A-J below) apply to combat units and trains in Road March. (Vedettes and Leaders ignore Road March restrictions and are ignored by units in Road March.) A unit in Road March:

- A. May *not* make a regular attack during the Combat Phase.
- B. **Must** attempt a repulse if it enters an EZOC (except against a Chateau). If the repulse is successful, it is no longer in the EZOC and therefore has no attack in the following Combat Phase. If unsuccessful, it removes the Road March Marker and attacks (*see 10.22*).
- C. May *not* stack or move as part of a stack.
- D. May *not* move through a hex containing other units in Road March.
- E. May *not* enter a hex connected by road to an adjacent Friendly unit which is in Road March.
- F. **May** end the Movement Phase adjacent to Friendly units which are *not* in Road March.
- G. **May** move through units that are *not* in Road March; however, the latter may *not* move through a unit in Road March.
- H. Is *not* penalized for being in Road March if attacked, but immediately removes its Road March marker.
- I. **May** leave the road and remain under a Road March Marker.
- J. Is In Command if within two hexes of another unit of its formation that is already In Command.

DESIGN VIEWPOINT: *A unit in Road March is considered to be marching for five hours, and resting for one hour out of six. A unit in Road March must Repulse (in 'B' above), because only its avant garde (probably a reinforced light infantry regiment) would be able to attack from the march. However, should that repulse fail, the unit would begin to concentrate and change to a battle formation. It's unusual for an enemy attack to catch a unit in Road March because it would have time to pull back into linear formation.*

8.43 Removing Road March Markers: It costs one Movement Point to remove a Road March marker from a Train or Combat Unit voluntarily during the Movement Phase (*see 8.42B*). *Unaccompanied Leaders and vedettes do not need Road March Markers—they always pay road movement rates (see also 8.42.H and 10.22).*

EXAMPLE: *A Combat Unit with a Movement Allowance of 6 could move onto a road hex (1 MP), declare Road March and move two hexes along a road (1 MP), leave the road hex and move into a clear hex (1 MP), expend a Movement Point to remove the Road March marker (1 MP), and then move one more hex into an enemy ZOC (attacking the enemy Combat unit in the following Combat Phase).*

8.44 Paying Trail Costs on Roads: A unit that is moving along a road (or trail) pays one Movement Point per hex if moving from trail or road to connected trail/road hexes,

whether in Road March or not. A unit needn't be in Road March to obtain the Trail benefit.

8.5 Bridges

There is no special bridge symbol to denote bridges. Bridges are considered to exist wherever a Road or Trail crosses a River or Stream hexside. Bridges cannot be destroyed. The French Player also has a limited ability to build temporary Bridges (Pontoons).

8.51 Bridges and Movement: Units may only cross a River hexside by moving over a bridge. It costs an extra Movement Point (+ 1 MP) to cross a bridge. It costs two extra Movement Points (+2 MPs) to cross a Pontoon Bridge.

EXCEPTION: Units in Road March, Leaders, and Vedettes never pay extra MPs to cross a Bridge. Train Units and Artillery must use Bridges to cross a River or Stream hexside (at no extra MP cost—but see 9.2).

8.52 River Bridges and Combat: Units may only attack across Rivers at Bridges. If all Combat Units are attacking across a River Bridge, the Combat Strength of the defending unit is doubled (*see the TEC*). Zones of Control do not extend across River Bridges. Units are never required to attack across River Bridges. NOTE: *The above applies to Bridges only, not Stream Bridges (see also 16.12).* There are no rules for damaging and repairing bridges.

9.0 TRAINS & PONTOON BRIDGES

The French Player may construct Pontoon Bridges.

9.1 Train Units

Pontoon Trains have the unique ability to build Bridges (*see 9.2*); Train Units have restrictions on their movement.

9.11 Movement: All trains have a Movement Allowance of 5 MPs. Train units pay cavalry costs for movement. They may use Road March like any other unit. During **Mud Turns**, their Movement Costs are doubled for all types of terrain. A Pontoon Train does not need to be In Command to move.

9.12 Force March: Bridge Trains may not Force March.

9.13 Restricted Terrain: Trains may not enter Slope hexes or cross streams *except* via roads and trails (*see also 9.22*).

9.14 Trains and EZOCs: Trains may not enter an enemy ZOC unless the hex is occupied by a Friendly Combat Unit or it accompanies a Friendly Combat Unit.

9.15 Combat Restrictions: Trains do not have a Combat Strength and cannot defend or attack.

9.16 Eliminated Trains: Trains that are removed from play are placed in the Permanently Eliminated Units box [PEU box]. They may not be reorganized.

9.17 Retreat of Pontoon Trains: Pontoon Trains must roll prior to retreating if the Combat Result calls for their retreat. On a 5 or 6, the Pontoon Train is abandoned and the owning player rolls again (*see 9.18*). Any other result and the Pontoon Train must retreat to the same hex that the accompanying Combat Unit retreated to.

9.18 Destruction of Pontoon Trains: A Pontoon Train or deployed bridge may be captured intact on a 1, 2 or 3, and is destroyed on a 4, 5 or 6. The owning Player must roll if it is in an enemy ZOC and not accompanied by a Friendly Combat Unit.

9.19 Formations: Pontoon Trains do not belong to a Formation.

9.2 Pontoon Bridges

Combat Units must pay 2 Movement Points additional (*see also 8.51 and TEC*) to cross a Pontoon Bridge, unless the units are using Road March, (or unless another bridge is on the same hexside). Pontoon Bridges may be deployed across Rivers or streams. A Pontoon Bridge can be built on a hexside containing an existing bridge. In this case the normal cost of +1 MP for the existing bridge no longer applies, nor would the +2 MP cost for crossing the Pontoon Bridge.

9.21 Deploying Pontoon Bridges: If the Pontoon Train is adjacent to a River or Stream hexside during the Friendly Movement Phase, the Phasing Player may deploy a Pontoon Bridge there by simply sliding the counter onto the hexside so that it is no longer in either hex. It costs no Movement Points to deploy a Pontoon Bridge; however, Pontoon Trains that have a "Road March" marker on them may not deploy a Pontoon Bridge.

9.22 Deployment Restrictions: If the hex into which the Pontoon Bridge is to extend is occupied by an enemy Combat Unit, the Pontoon Bridge may not be deployed. Pontoon Bridges may be deployed into an EZOC. For either end to be in a slope hex there must be a road or trail (*see 9.13*) in the hex.

9.23 Reconfiguring a Pontoon Train: A Pontoon Bridge may be reconfigured into a Pontoon Train during the Friendly Movement Phase simply by flipping the unit over to its Train side. The Pontoon Train can be reconfigured in either of the two hexes adjacent (you can reform a pontoon at one end if the other end is in an EZOC). Pontoon Trains must be reconfigured at the start of the Movement Phase. (Nothing may cross a Pontoon Bridge in the turn it is reconfigured into a Pontoon Train.) A Pontoon Train may move in the same turn that it is reconfigured but may not deploy into a Pontoon Bridge.

9.24 Turn of Deployment: If the Phasing Player wishes to cross Combat Units over a Pontoon Bridge in the same turn it is deployed he rolls a die immediately prior to the first unit's crossing (it must move up to the Bridge before rolling the die). The result indicates the number of Movement Points that it will cost any unit to cross the bridge this turn. Die roll of 1, 2 = 2 MPs; 3, 4 = 3 MPs; 5, 6 = 4 MPs.

EXCEPTION: see 8.34 A. If on an existing bridge there is no extra cost (see 9.2)

Modifier: If Napoleon is adjacent to the pontoon bridge Subtract 2 from the die roll.

9.25 Combat Effects of Pontoon Bridges: Pontoon Bridges do not have a Combat Strength, Movement Allowance, or a ZOC. Once deployed they are fixed in position like all other bridges. (*See 11.31E.*)

9.26 Crossing an Enemy Pontoon Bridge: Leaders and Combat Units may freely Move, Advance After Combat, and Retreat across enemy Pontoon Bridges. A Pontoon Bridge *may* be reconfigured into a Pontoon Train by the enemy Player and may be captured or destroyed (*see 9.18*). The enemy can deploy a captured bridge if the Enemy player successfully captured it (*see 9.18*).

10.0 REPULSE

During the Movement Phase (only) the Phasing Player may attempt to displace enemy units out of way of his units. This process is called Repulse. In order for a Repulse to succeed the units must have at least 5-1 odds.

NOTE: A Repulse is not Combat—it is part of Movement.

10.1 Repulse Procedure

Combat Units that start in (or enter) an enemy ZOC may Repulse the enemy unit projecting it. The Combat Units attempting Repulse must first expend the Movement Points to enter the contested hex.

10.11 Resolving a Repulse Attempt: The Phasing player reveals the identity of the Combat Units attempting Repulse as well as the enemy unit. The Repulse succeeds if the odds are five-to-one (5:1) or greater. Combat Strengths on both sides may be modified by Terrain (*see Terrain Effects on Combat*); other Combat modifiers do not apply.

10.12 Terrain Effects on Repulse

A. Combat Strengths on both sides may be modified by Terrain (*see Terrain Effects on Combat*); other Combat modifiers do not apply. The Repulsing stack pays the highest Movement Point cost of all the hexes occupied by the enemy units.

B. A Repulse against a Chateau is not allowed.

C. Retreating units may not enter or pass through River Hexsides (*see 11.43*)

10.2 Repulse Effects

10.21 Effects of a Successful Repulse: If the Repulse succeeds then the Repulsed enemy units immediately retreat two (2) hexes. The Repulsing stack must enter the vacated hex (it has already paid the Movement Point cost). If there is more than one vacated hex, the Repulsing Player chooses one. After a successful Repulse the units may continue moving to the limit of their Movement Allowance, and may even attempt subsequent Repulses. There is no limit to the number of times a Combat Unit could be Repulsed in a single turn.

10.22 Effects of a Failed Repulse: If the Repulse attempt is unsuccessful, the Repulsing stack immediately ceases movement. This unit must attack the unit it attempted to Repulse in the following Combat Phase. Other Friendly units may join this attack. This attack is conducted at two odds columns less than the actual odds. NO other column shifts apply. A given hex can only be the subject of one repulse attempt per phase.

NOTE: If in Road March the Repulsing stack immediately removes its Road March marker.

EXAMPLE: 14 Strength Points attacking 3 would normally resolve at (4:1); after a two column shift, the combat is resolved at (2:1).

10.23 Repulse of Vedettes. Vedettes are Repulsed as any other combat units (*Leader Repulse, see 5.22*).

11.0 COMBAT

All Combat between opposing units occurs during the Combat Phase. Only adjacent Combat Units may be attacked. The attacker conducts a series of Attacks in the order he desires.

Attacks are resolved one at a time, and their results fully applied before proceeding with the next attack.

11.1 Combat Phase Sequence

A Combat Phase is resolved in a series of steps which must be played through in their exact order. Throughout the following sequence the Phasing Player is referred to as the Attacker, the non-Phasing Player is the Defender.

1. Both the attacker and defender reveal their Hidden Forces in enemy ZOC.
2. Designate which units are to attack which defending units.
3. The defender may have any or all of his cavalry (including Vedettes) make a Retreat Before Combat at his option (see 13.22 and 16.2). If stacked with infantry they may not Retreat Before Combat.
4. The attacker may have any or all of his cavalry (including Vedettes) make a Retreat Before Combat.
5. The attacker conducts a series of Bombardments and Attacks. Each is resolved separately, and in the order the attacker desires. Attacks are resolved one at a time, and their results fully applied before proceeding with the next attack. This ends the Combat Phase.
EXCEPTION: If a hex is to be bombarded and attacked, the bombardment must take place first.
6. Adjust Casualty Level Markers to reflect results (see 12.1). After all attacks are resolved, all stacks that are not in EZOCs are once again hidden

NOTE: Bombardment is not an attack (but see 11.52).

11.2 Defining Combat

The Phasing Player must define all his attacks before resolving them.

Optional Rule: reveal only one combat at a time. This increases uncertainty and reduces attacker control over his forces, once they are engaged, to more historical levels.

11.21 All Engaged Units Must Attack: The attacker may define his attacks freely—provided all enemy units in his ZOCs are attacked, and all of his engaged Combat Units attack. All of the defending Combat Units in a stack must be attacked as a single combined combat strength. They may not be attacked separately. All attacking Combat Units in a single stack must attack as one combined Combat strength.

NOTE: Phasing Cavalry that retreats before combat does not count as attacking that unit.

11.22 Adjacent units not in ZOCs: Adjacent units that are not in a Zone of Control (because of a Chateau) may be attacked so long as there isn't a River hexside between the opposing units. However, all of the enemy units that exert a ZOC into the attacking unit's hex must be attacked in the same Combat Phase by this unit or some other unit.

11.23 Multi-Hex Defense: A defending stack may be attacked by up to six enemy stacks (one in each adjacent hex).

However, a single stack may only be attacked once per Combat Phase. All attackers must combine their various attacks into one single attack strength if they are to attack the same enemy stack.

11.24 Multi-Hex Attack: Two or more defending hexes may be attacked as a single force if the Attacker is adjacent to all defenders. An attacking stack may attack up to six adjacent

stacks (assuming it is surrounded). If an attacking stack is located in the ZOC of several enemy stacks, and no other Friendly stack is adjacent to the enemy stacks, it must attack all of the enemy stacks as one attack (and the defender may choose the one applicable terrain modifier that is most beneficial to him).

11.3 Resolving Combat

To resolve each attack the attacking Player divides the total Combat Strength of his Combat Units by the total Combat Strength of the defending stack. This is expressed as an odds ratio.

EXAMPLE: 14 Attacking Strength Points divided by 6 defending Strength Points reduces to two and one-third to one (2 1/3 to 1). The remaining fraction is rounded off in the favor of the defender, to two-to-one (2:1). 15 SPs attacking 10 would be resolved at 1.5-to-1 odds.

Having calculated the combat odds ratio, the attacking player locates the appropriate column on the Combat Results Table and rolls the die. Cross referencing the die roll with the odds column gives the Combat Result, which is applied immediately (before another combat may be resolved).

NOTE: The combat odds column may be modified by terrain and other factors (see 10.22, 16.0) or by Napoleon (see 5.14).

11.31 Terrain Effects on Combat: The terrain in the defending force's hex, or the hexside separating the defending force from the attacker, may affect their respective Combat Strengths.

A. Towns: Defending Combat Units have their Combat Strengths increased by 50%.

B. Slopes, Streams & Stream Bridges: If all of the attacking stacks are attacking across Streams, and/or uphill across Slope hexsides, the defending force has its combat strength increased by 50%. A defender only gets the slope benefit if defending in a hilltop and attacked from the slope hex (*The Hilltop hex is adjacent to a slope hexside, opposite the Slope hex.*)

C Chateaux: (see 11.6 A)

D. Woods Hexsides: Cavalry attacking or defending across a woods hexside has its combat value halved. An artillery unit may not bombard through a Woods hexside (11.51G).

E. River Bridges: If all Combat Units are attacking across a bridged river hexside, the defender is doubled.

NOTE: Combat modifiers for one side are not cumulative.

In other words, a Combat Unit defending in a town, and being attacked from across a stream is not doubled and then increased by half. Always use the one best modifier available to the defender.

EXAMPLE: Cavalry attacking across a Woods Hexside into a town occupied by the enemy is halved while the defender (in the town) is increased by 50%.

11.32. Odds Determination

At odds less than 1 to 5 add one to the die roll for each ratio less than 1 to 5. At odds greater than 6 to 1 subtract one from the die roll for each ratio greater than 6 to 1. No die roll result, however, can be greater than 6 or less than one.

11.4 Applying Combat Results

Combat Results are applied as follows:

Ae (De): All attacking (defending) Combat Units are eliminated.

A1/2 (D1/2): *At least* 1/2 of the attacking (defending)

Combat Strength Points are eliminated (owning player's choice of units). **The other half remain engaged**, which means they remain in EZOCs at the end of turn.

Ex (Exchange): All Combat units on the weaker side are eliminated; the stronger side eliminates units which total at least 50% of the Combat Strength of the weaker side.

EXCEPTION: *If one side (not both) is an all-vedette force, the other side loses nothing.*

If both sides are exactly equal in strength points then both sides lose at least 50% of their Combat Strength.

Compare (unmodified) face-value SPs of all units.

Ar (Ar2, 3, 4): All attacking Combat Units must retreat 1 (2, 3, or 4) hexes.

Dr (Dr2, 3, 4): All Defending Units must retreat 1 (2, 3, or 4) hexes.

EXAMPLE: Ex (Exchange). *The weaker side has 11SPs and the other side has four units, with 2, 3, 8, and 10 SPs. Half of 11 is 5.5 and he must lose more, so he removes the '8.' If the weaker side had 16 SPs instead, the other force would still lose the 8.*

HISTORICAL NOTE: *Napoleonic battles often swung back and forth -one side then the other gaining a temporary advantage. After six hours of this constant swing both sides are bloodied to very little effect. That is why there are so many Exchange results. In play with Hidden Forces—which is recommended once the basics are mastered—both sides can make the Exchange work to their advantage. Large units need small units to protect their flanks. In general deploy small and large forces side by side, and use your Vedettes to prevent surprises. The changes to the Combat Results Table (new with the 2nd edition), are designed to remove some imbalance in Exchange losses.*

When a unit is eliminated, that means it has lost its cohesion and is disordered. In Napoleonic battles, a disordered unit has no combat value. This usually means the unit has sustained 30% to 40% casualties. If the unit's formation is disordered it loses its capacity to attack and defend. Units relied for their effectiveness upon hundreds of muskets firing in the same direction, or the physical presence of a line of men to receive a charge.

11.41 Reorganization Eligibility: If a full-strength Combat Unit is eliminated the owning Player must determine if it could have retreated 1 hex. If able to retreat (even though the result does not specify a retreat), it is placed in the Day Half Section of the UAR box (unrecovered section). If not, the unit will be placed in the PEU box (*see 11.44*). Combat Units that are already at their reduced strength, or do not have a reduced strength counter, are automatically placed in the Permanently Eliminated Units box. **EXCEPTION.** *Eliminated Vedettes (see 13.13).*

11.42 Retreat After Combat: On a Result of "Retreat," the owning Player must move his units 1 or more hexes (as specified by the result) from the hex they occupied at the moment of combat. A retreating Combat Unit may not cross a prohibited hexside, enter an enemy ZOC, enter hexes occupied by enemy Combat Units, or exceed stacking limits. A leader or train unit that is stacked with Combat Units that are forced to retreat must roll for capture.

EXCEPTION: *Combat Units may retreat into the ZOCs of an enemy Vedette, or even into a hex currently occupied by an*

enemy Vedette if no other path of retreat is available (the enemy Vedette is Displaced; see 11.45).

11.43 Retreat Across Bridges: If units or stacks must retreat across a River Bridge (or pontoon), each unit retreating across the same River bridge in the same Combat Phase risks elimination and must roll the die: the first unit to cross is permanently eliminated on a 6; the second is eliminated on a roll of 5 or 6, etc. The owning player chooses the order of retreat. Such units are not eligible for reorganization (place in PEU box).

11.44 Units Unable to Retreat: Units which are forced to retreat off the map are eliminated and placed in the Day section (unrecovered section) of the UAR box. If a Combat Unit cannot retreat the specified number of hexes because of a prohibited hexside, EZOC and/or enemy Combat Units, it is eliminated and is liable to be placed in the PEU box whether it was at its reduced strength or not. Roll one die. On a roll of 1, 2 or 3 place the unit in the Day Half section of the UAR Box. It will enter the PEU box on a result of 4, 5 or 6.

Modifiers:

For each odds column below 1:1 in the combat which caused the unit's elimination, add one to the die roll above. If the unit was defending, add one to the die roll for each odds column above 1:1.

EXAMPLE: *A unit attacking at 1:1.5 (or defending at 1.5:1) will add one when determining whether to enter the PEU.*

11.45 Displacement: If the only path available to a retreating force would cause it to exceed the stacking limits for the hex, then one or more Combat Units in the hex must be displaced to make room for it. Displaced Combat Units retreat one hex, observing all restrictions governing retreat after combat. However, if the Combat Units to be Displaced cannot themselves retreat, the originally retreated force is eliminated instead (*see 11.44*).

NOTE: *A force that is displaced may displace other Combat Units if no other path of retreat is available. Displaced units may not enter Enemy ZOCs.*

Enemy Vedettes may be Displaced if no other legal path of retreat is available to the retreating force, and if the Vedettes

are not accompanied by other Combat Units.

11.46 Advance After Combat:

Whenever an enemy stack is eliminated or forced to retreat after combat, one or more friendly units that participated in the combat—whether as attacker or defender—may advance and occupy the vacated hex.

A. One (1) Infantry Unit plus all cavalry in a given stack may advance if no leader is present (or the Leader doesn't advance).

B. All Combat Units may advance if a Leader is in the stack and advances along with them.

EXCEPTIONS: *No Demoralized or Out of Command units, or regular (non-Horse) Artillery, may advance after Combat..*

If the enemy force occupied two or more hexes before retreating, the attacking units may advance into only one of the vacated hexes. Combat Units may choose not to advance. The option to advance must be exercised immediately. A unit may never be attacked, or attack again, after it has Advanced After Combat (even if it advances into an EZOC that has yet to have its Combat resolved).

NOTE: If a Bombardment result causes the enemy to vacate the hex, a friendly non-Artillery force which was designated for a regular subsequent attack against this hex may be switched to attack any other adjacent hex, —or— it may advance into the hex vacated by the Bombardment, if it was designated to attack that hex.

11.47 Optional Cavalry Impetus and Control

In any Advancing After Combat, where cavalry is included in the advancing force (not demoralized), and there is no leader in the stack, roll the die. On a roll of “1” or “2,” no advance of any kind may take place by any unit type. On a roll of “3” or “4,” the Player maintains control and may advance any unit type, or not advance, freely. On a “5” or “6,” *all* cavalry **must** advance after combat.

11.48 French Guard and the Ex Result: Attacking and Defending French Guard Infantry never suffer an Exchange result. If all parts of an attacking or defending force are exclusively French Old Guard Infantry (not YG) then the combat result is automatically changed to a Dr if the Guard is attacking, or an Ar if the Guard is defending. If the attacking or defending force contains Combat Units that are both Guard Infantry (either OG or YG) and other Combat Units of the French Army, then the Ex result only applies to the non-Guard-Infantry portion of the force (that portion of the force that is not Guard Infantry is removed to satisfy the result, any further losses required to satisfy the result are ignored).

NOTE: When the Old Guard attack Chateaux, “De” results do NOT convert to Exchanges.

11.5 Artillery Bombardment

Artillery Combat Units perform a special kind of attack called Bombardment. Artillery may only perform Bombardment upon enemy Combat Units in an adjacent hex.

11.51 Bombardment Procedure: The following procedure is used to resolve bombardment attacks.

- A. Artillery may Bombard or it may Attack in a given combat round. It may not do both.
- B. Any number of artillery units may bombard a single hex as long as all artillery units are adjacent to the target hex.
- C. If stacked with a friendly infantry or cavalry combat unit the artillery unit may bombard a hex different from the one the other units attack. Artillery stacked together that bombard, however, must bombard the same hex.
- D. An Artillery unit may not bombard several enemy occupied hexes. It may not split its strength.
- E. All enemy units in a hex that are bombarded are bombarded as one target. All bombardment of a hex must occur as one bombardment attack (a hex may not be subject to bombardment more than once in a combat phase).
- F. Enemy Combat Units on the far side of a river hexside may be bombarded, whether that hexside is bridged or not.
- G. An artillery unit may *not* bombard through a Woods hexside.
- H. Horse and Foot artillery must be from the same corps in order to combine their fire together in a single bombardment attack. *EXCEPTION:* The French may select one target hex to receive the combined fire of foot and horse artillery units from different corps. This is considered a “Grand Battery.” The French player may have only one Grand Battery on any given turn.

11.52 Diversionary Attacks: A Bombardment satisfies the obligation that all units in an enemy ZOC must attack, or be attacked. Such bombardments are called Diversionary Attacks. NOTE: These bombardments may save the Phasing Player from the risk of attacking at very low odds, in that Bombardment attacks do not incur any type of loss to the bombarding unit regardless of the combat result.

11.53 Combining Bombardment and Attack: An enemy force may be the subject of a bombardment and an attack during the same combat phase. Bombardments, however, must be resolved and their results applied prior to the force being attacked (*see also Combined Arms 16.1*).

11.54 Resolving Bombardments:

A. A Bombardment is resolved by computing the combat odds ratio just as it would be in the case of a regular attack (a SP vs. SP comparison). However, Bombarding Artillery are never effected by a combat result. Thus, Bombarding Artillery are never subject to the effects Ae, A1/2, Ar or Ex result.

B. If the target hex contains fewer than 10 SPs, shift one column to the left; if more than 18 SPs shift one to the right; if something in between, no shift.

11.55 Horse Artillery Options: Bombarding Horse Artillery only, have the option to advance as a result of successful bombardment, or retreat as the result of an Ae, A1/2, Ar or Ex. This option to advance or retreat must be exercised immediately after the target units of the bombardment have applied the effects of the bombardment (a target unit may never advance as the result of an unsuccessful bombardment). Horse artillery can advance after regular combat, if it has participated in battle and there is a leader present in the hex.

11.56 Artillery in Combat: Artillery that have not attacked or bombarded, but are stacked with infantry or cavalry that have been forced to retreat, or eliminated as a result of combat, must conform to the result suffered by those other units stacked with them. If the units they are stacked with suffer an A1/2 or Ex result they may be used to satisfy the required losses.

11.57 Mud: During Mud Game-Turns, artillery units may not attack or bombard. Phasing Artillery units must disengage as per “Night Disengagement.” Non-Phasing Artillery units defend at normal strength during Mud.

11.58 Optional Terrain Effect (Bombardment only):

If a bombarding artillery unit fires at a target hex across a stream or river hexside, the combat strength of the bombarding artillery is increased by 50%.

EXCEPTION: If the hexside on the opposite side of the target hex—180° away from the bombarding artillery—is also a river or stream, there is no increase.

NOTE: In normal combat, the stream barrier is of benefit to defending troops. However, when bombarded by artillery, which stands farther back from the stream or river, visibility of ranged fire is enhanced by the downward slope of the land toward the stream or river hexside. The exception shows a reverse-slope effect.

11.59 Optional Bombardment Resolution:

You may use this rule instead of the method given in 11.54. Each type of terrain has a Defense Strength which is used in place of the Combat Strength of the unit being bombarded to determine the combat odds. The Artillery Bombardment Defense Value (ABDV) for each type of terrain is as follows:

- A. Clear Terrain—4
- B. Town—6
- C. Slope—8
- D. Chateaux—bombardment prohibited

Procedure: The value of the firing artillery is compared to the ABDV and a Combat Odds ratio determined, rounded down in favor of the defender, to one of the odds ratios on the Combat Results Table. If the target hex contains fewer than 10 SPs, shift one column to the left; if more than 18 SPs shift one to the right; if something in between, no shift. The die is rolled and the combat result applied as always (the Artillery ignore adverse results—Bombarding Artillery are never subject to the effects Ae, Ar, A1/2, or Ex).

11.6 Chateaux

Chateaux can be any large, walled farm; a walled or fortified village; a manor house or true castle.

11.61 Stacking: There are no special stacking restrictions regarding these hexes. The defensive benefits apply to only one unit of infantry (other units in the hex are regarded as standing outside the walls of the chateau and hence do not benefit). If more than one infantry unit occupies a Chateau hex, or if artillery or cavalry, the defensive benefit given to these units is that of the other terrain besides the Chateau. These outside units must be attacked and removed from the hex before the Chateau may be attacked (even in the same Combat Phase).

11.62 ZOCs and Chateaux Hexes: A single infantry unit may ignore the ZOCs of enemy units that project into the chateau hex it occupies. It is not forced to attack these units. If, however, it chooses to attack out of the chateau hex, then all of the enemy units that exert a ZOC into the chateau hex must be attacked (by this unit or some other as per the rules governing Zones of Control and Combat). Contrarily, Chateau hexes occupied by a single infantry unit do exert a ZOC at all times.

11.63 Chateaux and Combat: When a single infantry unit in a Chateau hex is attacked:

- A. Regardless of the number of attacking SPs involved, the combat odds may not be higher than 2 to 1.
- B. All **Dr** (and **Dr2**, etc.) results are ignored, unless the defender wishes to accept them.
- C. **D**^{1/2} results are treated as **Ex** results.
- D. The attacker may not receive a Combined Arms odds shift, but may receive one for Napoleon (5.14).
- E. An Infantry unit inside a Chateau may not be attacked by artillery, either by bombardment or by regular combat.

11.7 Optional Élan

Generally, a given unit could make only one attack per day, depending upon the resistance encountered. Some elite units were able to attack more than once.

Determine the Combat odds, roll the die on the 'Élan' table, and if one or more attacking units fall below the result, then all the attacking units retreat (even the units good enough to attack). This applies only to attacking units.

11.71 Engaging: For each and every Enemy hex to be attacked make an Élan die roll check.

*NOTE: Units which are **already in** enemy ZOCs do not have to make an Élan check, or be included in an Élan check.*

11.72 Determine the Combat Odds: You may include any or all friendly units adjacent to the same defending hex, observing the requirement that all engaged units attack (see 11.21). Any adjacent units counted in the odds determination **must actually participate in the ensuing attack**. All units which engage a given Enemy unit do so under one and the same Élan die roll.

NOTE: You may elect to include any adjacent units in the Élan check (even ones that were already in ZOC), so long as all units included participate in the attack.

11.73 Roll the die: Roll the die on the Élan Table applying modifiers as applicable and cross-reference using the Combat Odds column just determined. The result tells the **minimum** Unit Quality Rating the Force may contain to go ahead with the attack. If the Force fails its Élan check it is Exhausted and may not attack—it must return to the hex from which it entered the enemy ZOC.

EXAMPLE: At 5-1, a unit Rated 2 will retain Élan on a roll of 3, 4, 5 or 6.

*NOTE: When a stack fails the elan roll it must disengage back to the hex it came from; if this retreat creates an overstack, apply the regular displacement rules as if those units had retreated after combat. If you have two attacks by units A and B (where A is in the ZOC of B's defender) and B fails its elan check, the rule requiring an attack is **not** satisfied with the attempted attack.*

11.73 Optional Exhausted Effect

(Use with optional 4.33 above.) **Roll the die:** Roll the die on the Élan Table applying modifiers as applicable and cross-reference using the Combat Odds column just determined. The result tells the **minimum** Unit Quality Rating the Force may contain to go ahead with the attack. If the Force fails its Élan check it is Exhausted and may not attack but remains adjacent to the enemy. *(NOTE: The enemy is not required to attack in its turn.)*

11.74 Mixed Forces: An attack may contain units with different Unit Quality Ratings. Use only the lowest-rated friendly unit in that attack. When determining the Combat Odds (11.72), the owning player has the choice whether to include or disregard any of the units which are expected to join the combat, thus increasing his Quality while possibly reducing the odds on the Élan Table.

11.75 Duration of Effect: Exhaustion does not last beyond the moment. On following turns a previously-Exhausted unit may again attempt to enter Enemy ZOCs without prejudice.

11.76 Élan Die Roll Modifiers:

- Add or subtract the appropriate modifier(s) if a Force ...
- uses any amount of **Forced March** MPs to engage, **-1**.
 - is attacking units of the **Anglo-Allied Army** : **-1** (see 1.32)
 - has any Friendly **Leader** present in the hex with it, **+1**.
 - includes **Cavalry** only in determining odds, **+1**.
 - attacks during **Afternoon**, **+1**.
 - attacks during **Morning**, **+2**.

NOTE: The French troops had learned to be cautious in attacking Wellington's forces from their experiences fighting in Spain. Anglo-Allied forces were assumed to be concealed behind every crest or in the high crops which covered the rolling plain in summer.

12.0 DEMORALIZATION

Units become demoralized either of two ways—if their formation reaches its Demoralization Level due to Combat losses (12.11), or if the unit is out of supply (14.0). Demoralized units may not Advance After Combat; they may end up in the PEU box as they attempt to Reorganize.

12.1 Demoralization Levels

Each player has a Casualty Track which he uses to record Friendly losses. The Scenario Information (21.0) and/or the March Tables will indicate which units (if any) have been lost prior to the start date. When the first Friendly Combat Unit of a Formation is eliminated, this unit becomes the “Casualty Level Marker” for its Formation. Individual units which have been eliminated prior to the start date must be placed on the Casualty Track to record the strength already lost. As further units are eliminated, the Owning Player adjusts this marker to reflect strength points lost by moving it a number of spaces on the track equal to the unit’s full Combat Strength.

NOTE: *Vedettes, train, Independent Units (see 17.1) and Leaders do not count toward Demoralization.*

12.11 Becoming Demoralized: A Formation becomes Demoralized at the instant its Casualty Level marker reaches or exceeds its Demoralization Level (where its Command Designation is printed on the Casualty Track). Place a “Demoralized” marker on the Officer commanding the formation.

EXAMPLE: *The French VI Corps Demoralization Level is 8. When the Casualty Level marker reaches or passes the “VI,” the VI Corps becomes Demoralized.*

12.12 Rallying From Demoralization: When an eliminated Combat Unit is Reorganized, that Formation’s Casualty Level marker is reduced by an amount equal to the unit’s full (not reduced) Combat Strength. The moment the casualty Marker for that Formation moves below its Demoralization Level, the Formation is rallied from Demoralization and the Demoralized Marker is removed.

12.13 Demoralization of Individual Combat Units: Combat Units can also become Demoralized if out of supply (see 14.0). However, in this case the out-of-supply Combat Unit receives the Out of Supply Marker, and the unit rallies from Demoralization during the next Supply Phase in which its Supply Line is reestablished.

12.14 Anglo-Allied Nationalities: For Demoralization purposes only, the following nationalities are treated as “formations.” Their casualties are tracked separately: KGL, Nassau, Brunswick, Hanoverian, and Dutch/Belgian. The British Morale is tracked normally by corps.

12.15 French Imperial Guard: This formation does not become demoralized. However, the loss of key units of this formation will have a morale trigger effect on nearby formations (see 16.31).

12.2 Demoralization Effects

12.21 Initiative: Subtract one from the current Movement Allowance of all Demoralized Officers and Combat Units. There is no effect on Commanders.

12.22 Road March: Demoralized Leaders and Combat Units may Road March normally. They may be given March Orders.

12.23 Combat: Demoralized Combat Units may not Advance after Combat. Demoralized cavalry may not charge.

12.24 Reorganization Procedure: Reorganization of a Combat Unit that belongs to a Demoralized Formation does not automatically succeed (*per 6.21*). Instead, the Phasing Player must roll a die for each Combat Unit of that Formation he attempts to Reorganize. If this die-roll is a “5” or “6” the reorganization attempt fails and the unit is permanently eliminated and placed in the PEU box.

12.3 Demoralization and Supply

Combat Units that are Out of Supply suffer the effects of Demoralization (*see 14.0*). The out-of-supply Combat unit(s) receive an Out of Supply Marker, and rally from Demoralization during the next Recovery Segment in which their Supply Line is Reestablished.

12.31 Units Already Out of Supply: There is no additional effect on out-of-supply units that become demoralized (or vice-versa).

13.0 VEDETTES

Indicated Cavalry units have the ability to generate a number of Vedette units (*each Vedette is roughly a regiment in size—between 250 and 500 men*). These fast-moving patrols were used to screen an army against enemy reconnaissance, to perform reconnaissance themselves, and to protect the flanks of the larger units. Vedettes function exactly like other cavalry units except as explained below. Leaders alone in a hex are treated as Vedettes (*see 5.2*).

13.1 Vedette Breakdown and Reassembly

Each unit with vedettes has a number of small stars printed on its counter, to indicate the number of Vedette units provided for that unit.

EXAMPLE: *Desnoettes's light cavalry brigade of the French Guard Corps has two stars printed on the counter. There are also two Vedette units in the French unit mix with “Desnoettes” printed on them, corresponding to the two regiments in that division, the Guard Lancers and the Guard Chasseurs. NOTE: These two particular Vedettes unlike all others in the game have a thousand men apiece.*

A cavalry unit may break-down into as many Vedette units as are provided, indicated by the number of stars on the counter.

13.11 Creating Vedettes: Prior to moving, any cavalry unit may break-down into its corresponding Vedette units. It may only do this during its own Movement Phase. The Phasing Player simply removes the unit from the map and replaces it with the Vedettes. Vedettes may move in the same turn in which they are deployed.

13.12 Reassembling the Unit: The cavalry unit may return to the map. To Reassemble the unit, all of the Vedettes from that unit still on the map must end their movement phase in the same hex, and they must arrive with one MP remaining to expend as the cost of Reassembling. Then, simply remove the Vedette units and replace them with the parent unit. All the remaining Vedettes belonging to the parent unit must be present in order for Reassembly to occur. NOTE: *Vedettes may not reassemble in an enemy ZOC (see 6.3).*

Vedettes can’t break-down and reform in the same turn.

13.13 Vedettes and Reorganization: Vedettes that are eliminated as a result of combat are placed *immediately* in the Night Section (recovered section) unless they were surrounded by enemy units and/or EZOCs and River Hexsides at the moment of combat. In this case they are placed in the PEU Box (*see 6.3*). Reorganized (reduced-strength) parent units may not put their Vedettes into play for the remainder of the game.

13.14 Vedettes and Stacking: Vedettes do not count against the stacking limit. However, no more than 3 vedettes may occupy the same hex at any one time.

13.15 Vedettes and Supply: Supply Lines may not be traced through hexes containing enemy Vedettes, but may be traced through any EZOCs.

13.16 Vedettes and Movement: Vedettes, with their Movement Allowance of 9, move like Leaders, regardless of chit. Vedettes ignore road march restrictions and are ignored by other units in road march.

13.2 Vedettes in Combat

Vedettes that suffer an adverse combat result are automatically eliminated (not retreated). Vedettes are placed *immediately* in the Night section of the UAR unless they were surrounded by units and/or ZOCs and River Hexsides at the moment of combat. In this case they are permanently eliminated.

13.21 Vedettes and Retreat: Vedettes's ZOCs do not block enemy retreats. Enemy Combat Units may retreat into the ZOC of a Friendly Vedette. *EXCEPTION: (see 4.4).* Vedettes may be displaced (*see 11.45*).

13.22 Retreat Before Combat: Vedettes may voluntarily Retreat Before Combat. (*Cavalry can also retreat before combat—see 16.2.*) After an attack has been declared and the Hidden Forces of both sides have been revealed, some or all of the Vedettes, on both sides, may retreat up to two (2) hexes prior to the odds calculation. The defending player executes this retreat before the attacking player. Vedettes may not retreat if they are stacked with Friendly infantry units. Vedettes stacked with Friendly cavalry may retreat before combat if the cavalry also retreat. Attacking units may not advance into the hex vacated by Vedettes that retreat before combat.

13.23 Vedettes and Combined Arms: Vedettes do count as cavalry for Combined Arms (*see 16.1*) if the combined strength of the Vedettes is at least one SP after all modifications.

13.24 Vedettes and Exchange: In any Exchange result involving an all-vedette force, all the vedettes are eliminated and the stronger side is not affected (no units are lost by the stronger side). *EXCEPTION: This does not apply if both sides comprise only vedettes.*

14.0 SUPPLY (Campaign Scenario)

The Phasing Player must determine the supply status of each Friendly Combat Unit during the Supply Segment of each Friendly Night Player Turn. Out-of-supply units are marked “Out of Supply” and suffer the effects of Demoralization (*12.0*). When a unit is judged to be out of supply in a night turn it stays out of supply until the next night turn. The marker is removed at the next Supply Phase if its Supply Line is

reestablished. If already Demoralized, there is no further effect for being out of supply (*see 12.13*).

14.1 Tracing Supply Lines

A Combat Unit is in supply if it can trace a Supply Line to a Friendly Supply Source. The line leads from each individual unit to a road hex. This part of the line may be no more than 9 hexes (not counting the unit's hex). An uninterrupted line of connected road *and/or track* hexes of any length must continue the line to a Friendly Supply Source. If either part of the line is blocked, the unit in question is out of supply.

14.11 Passable Terrain: The Supply Line may traverse any type of passable terrain. Each counts as one hex.

14.12 Impassible Terrain: Supply Lines may not run across Pontoon Bridges nor through unbridged River or Stream Hexsides nor through a hex occupied by an enemy Combat Unit or Vedette. Supply Lines are blocked by the physical presence of enemy units. EZOCs do **not** block Supply Lines.

14.2 Supply Sources

Each Side has Supply Source hexes which are the same as the Reinforcement entry hexes of a given army.

14.21 Nationality: Units may trace supply to any reinforcement entry hex of their army (Prussians must trace to Prussian entry hexes, Anglo-Allied units to Anglo-Allied entry hexes, French to French).

14.22 Use Only: Only those Supply Sources at which one or more Friendly force has entered play may be used by the Friendly Player.

15.0 REINFORCEMENTS

Both sides receive reinforcement Leaders and Combat Units through the course of play. Reinforcements enter play on the turn and hex specified on the Reinforcement Track and on the March Tables. Reinforcements always enter during the Friendly Command Movement Segment of the indicated Game-Turn (*unless delayed, see 15.22*).

15.1 How Reinforcements Enter the Map

Reinforcements may move (In Command) and attack freely on their turn of entry. In addition, Reinforcements may be placed under a “March Order” on the turn of entry at the Player's discretion (*see 8.21*). If entering forces have a commander to put those forces under command, they are consider to be in command.

15.11 Stacking: When more than one Combat Unit is scheduled to arrive at the same entry hex in the same turn, they may arrive stacked as long as they do not violate the stacking limit.

15.12 Additional Stacks: Each subsequent stack to enter at the same hex that turn pays one more Movement Point.

EXAMPLE: The second stack to enter will pay one extra Movement Point; the third stack enters at two additional Movement Points.

15.13 Road March: Reinforcements may enter the map using Road March (unstacked). In this case the first unit pays only the road value of the first hex, and each subsequent unit to enter pays one additional MP.

15.14 Entry Hexes: These are specified on the Reinforcement Tracks on the map edge. For example, "Hex B" means that the first hex entered might be either 3522, 3622, or 3722.

15.2 Changing Reinforcement Entry

15.21 Blocked Entry Hexes: If the entry hex is occupied by an enemy combat unit, or EZOC (except Vedette ZOC), the Reinforcement may instead enter along that map-edge in the nearest hex to the entry hex clear of enemy units and EZOCs.

15.22 Delayed Entry: Players may delay the entry of Reinforcements indefinitely. However, no other scheduled Reinforcement may enter at this entry hex until the delayed Reinforcements have been brought onto the map (the follow-on reinforcements may enter in the same or subsequent turns). No one portion of a Reinforcement force may be delayed. Either all the units scheduled to arrive at that hex are brought onto the map, or none.

15.3 Switched Entry Hexes

A Player may bring any reinforcements on at the adjacent entry area on the same map-edge by delaying the reinforcements for one turn. The adjacent entry area must have a consecutive letter of the alphabet. **EXAMPLE:** Reinforcements may switch from A to B, D to E, F to G, H to I, or vice versa. Switched Reinforcements must enter behind any regularly scheduled reinforcements for that entry area.

16.0 SPECIAL UNIT ABILITIES

16.1 Combined Arms

If an attacking force includes infantry, artillery and at least one SP of cavalry, or had Bombarded the hex immediately prior to the attack (see 11.5), the combat odds for the attack are shifted one column to the right before the dice are rolled (a 1 to 1 attack becomes a 1.5 to 1).

NOTE: *The cavalry in this attack must have a strength of at least one after all modifications.*

EXCEPTION: *If the defending hex also contains infantry and cavalry the Combined Arms is negated.*

NOTE: *There is never an odds shift because of defender's Combined Arms.*

16.11 Woods Hexside: Combined Arms attacks are not possible when the cavalry portion of the attack goes through a woods hexside.

16.12 Chateaux: Combined Arms attacks are not possible against Chateaux.

16.13 Bridge: Combined Arms Attacks are not possible through River Bridges. Combined Arms are permitted across Stream Bridges.

16.2 Cavalry Retreat Before Combat

Attacking or Defending Cavalry and Vedettes (plus any accompanying leaders and horse artillery stacked with cavalry) may elect to retreat one or two hexes out of an EZOC prior to combat, as long as they are not in the EZOC of a *unit with equal or greater Movement Allowance*. During this retreat units may not enter an EZOC. Horse artillery may retreat before combat along with cavalry if it is stacked with cavalry. (**EXCEPTION:** Vedette EZOCs.)

The enemy units may not advance into the hex vacated by cavalry retreating before combat. A unit can take only one retreat before combat per turn.

NOTE: *Cavalry and Vedettes may not retreat before combat if stacked with infantry or non-retreating cavalry, or if they are surrounded.*

16.21 Vedette Reconnaissance: Vedettes and regular cavalry can engage without any intention of attacking, just to discover the enemy force during the Combat Phase and then retreat before combat (*see 11.1*.)

16.22 Supply and Morale: Supply and Morale do not affect a cavalry unit's ability to retreat before combat.

16.23 Leaders: Leaders retreating before combat must roll for capture (*see 5.22*).

16.3 French Guard Infantry

Imperial Guard Infantry were elite troops who were thrown into battle very rarely. Only after the disasters in Russia and Germany were these veterans used with any frequency. But, though their impact on the battlefield remained profound, their use also entailed a certain degree of risk. Because they were believed unstoppable by their comrades in the line regiments any untoward result they experienced could be interpreted with calamitous effects for the army's morale as a whole.

16.31 Le Garde Recule: If either division Friant or Michel are involved in an attack resulting in an Ae or Ar, the Demoralization Levels of all French formations are immediately reduced by one-third (1/3) until the end of that Player-Turn.

16.32 Le Garde Irresistible: If either of the Combat Units mentioned above are in an attacking force, the combat odds for that attack will shift one to the right (a two to one attack becoming a three to one attack).

NOTE: *See also 11.48 Guard Infantry and the Ex Result.*

16.33 Historical Designations. Units labeled "OG" are "Old Guard," "YG" are "Young Guard." All alike are "Guard" and belong to the French Guard Corps (*see also 11.41*).

16.34 Optional: High-Stakes Attack. If both Players agree, a Player may "stake" any corps to increase the chances of a decisive result (one way or the other). These "staked" units get the "irresistible" benefit (16.32), for that turn only. If they do not achieve De or Dr in the ensuing combat result, then add one to the die as it stands. Example: At 3-1 odds, the Attacker rolls a 4; the Defender must retreat one hex. However, if Attacker rolled a 5 ("Ex") he would add one and must himself retreat. In this example, no 5 result is possible.

17.0 COMMAND STRUCTURE

17.1 Coalition Army Command Structure

The Anglo-Prussian Player controls both Prussian and Anglo-Allied forces. Prussian and Anglo-Allied forces are considered "Friendly" for all game purposes, including command (see also 1.32, 5.16 Reserve Corps, and 18.0, Team Play).

18.0 TEAM PLAY

Command of the Coalition forces may be split between two

players. One player controls Wellington's Anglo-Allied Army, while the other commands Blücher's Prussian army. Even the French may be split up between a Napoleon player who then delegates which of the various French Leaders and their formations the second player controls.

18.1 Communication Among Players

Players on the same side may not discuss the game with one another unless the leaders they represent are in the same or adjacent hexes. Players may exchange written messages carried by aides de camp.

18.11 Aide -de-Camp Messengers

Originating in the hex of the commander sending them, written notes may be passed among team players. They are carried by aides-de-camp who have a Movement Allowance of 14 MPs per turn.

18.12 Messengers move paying cavalry Movement Point costs for all terrain. Messengers may not cross Prohibited Terrain. Messengers do not physically appear on the map; their route is plotted on the Orders Slip instead. (Have your opponent(s) step away from the map while this is figured.)

18.13 Content: A written message may be of any length but may not reference hex numbers. A message may reference geographic locations such as, "Move Bülow to guard the bridge over the Dyle at Wavre;" "establish a roadblock four miles south of Waterloo." With the exception of hex numbers, subject matter in these messages is unrestricted.

18.14 Reading Messages: A message may be read during the Command Phase in the turn it arrives. Opposing players may not examine these messages.

EXCEPTION: If a Leader is captured, the capturing player may examine all messages so far received. At the end of the game opposing players may examine all messages.

19.0 SCENARIOS

Last Days of the Grande Armée includes three Scenarios: Two Battle Scenarios and One Campaign Scenario, which employ the historical set-up positions of the armies on various dates. Players must first decide which they intend to play. Once their choice is made all Exclusive Rules unique to that scenario are in effect.

Scenario 1. Ligny/Quatre Bras (6 Turns)

Scenario 2. Waterloo (3 Turns)

Campaign Scenario (18 Turns)

19.1 Variable Start Dates

Start and End Turns for each scenario are shown on the Turn Record/Reinforcement Track. If your playing time is limited, select your Scenario depending upon the time available.

Except for the first playing, allow 20 minutes per turn (more if optional rules are used). The following timings assume play reaches a conclusive result by the end of day on the 18th.

Set-up time (15 min or less if units are pre-sorted by corps) is included:

19.11 Playing Time	Start date
2 hours	June 16th Battle Scenario
3 hours	June 18th Battle Scenario
6 hours	June 15th Campaign Scenario

19.2 Setting Up the Scenarios

The Game-Turn marker is placed in the appropriate space on the Turn Record/Reinforcement Track. All full-strength forces set-up on the map face-up. Reorganized units must set-up at their reduced-strength denoted by flipping the counter over to show the ®. Each scenario includes the turns listed, under duration, as starting and ending turns.

If using Hidden Movement, all forces set-up on the map with a Hidden Force marker on top of each stack so that only their nationality is revealed.

19.21 Set-Up Tables: The Anglo-Prussian Player refers to the Set-Up Tables for the Anglo-Prussian and Prussian Armies; the French Player employs the Set-up Tables for his own Army. These cards specify the set-up location for each unit and Officer by Scenario. Each column corresponds to a particular Scenario. Where columns intersect these rows you will see hex numbers and town names where units and leaders (listed at left) are located at the start of that particular Scenario. If this space contains "N/A" the unit or leader in question is not available in the theater of operations at that time. It is recommended that you place all the combat units and leaders on the set-up cards first, in the column corresponding to the scenario being played, and then displace all the units onto the map or the Reinforcement Tracks from there. Should the setup at the beginning of a scenario have a hex overstacked, displace the excess units at the owning player's choice.

19.22 Morning Positions: The Set-up Tables show the location of each force at the beginning of the Morning Game-Turn

19.23 Start Time: Once the start date is determined, Players will find the starting locations of all units and leaders involved in the scenario by locating the appropriate column on their Set-Up Table. Each Scenario also has an End Turn. Any units and leaders that appear on the Reinforcement Tracks after the Start Turn and before the End Turn will enter the game as Reinforcements.

19.24 Bridge Trains: In the Campaign Scenario, Bridge Trains must be set-up as shown on the French Reinforcement Tracks. In the Battle Scenarios, Bridge Trains set-up freely anywhere within one hex of Friendly Combat units on the map.

19.25 Army Commanders: Blücher, Wellington and Napoleon may set-up with any Friendly forces, or may use their historical location at the Owing Player's option.

19.26 Cavalry: Cavalry Brigades may set-up anywhere within two hexes of their Corps officer (not in Enemy ZOCs) or a specific hex listed for them. Vedettes may set-up anywhere within two hexes of the location given for their parent unit.

19.27 Units in Road March: Units may set up in Road March at the owning player's choice.

19.28 Reduced Strength Units: The table specifies which units in which dates set-up in a reduced state (set-up the counter with the side showing the ®). This indicates that the unit has already been reorganized. *NOTE: Unlike the other set-up information which applies to all units within a three-line group, an ® applies only to the unit listed on the same line.*

19.3 Reinforcements

Reinforcement combat units and leaders enter the game at the hex specified, arriving on the mapedge from territory beyond. All Reinforcement entries are shown on the Reinforcement Tracks on the mapedge. Units and Officers listed on the Mapedge Reinforcement Tracks enter the map on the turn listed, at the Entry Hex (A, B, C, etc.) adjoining the Track. If an officer's name is listed, all of his units which are **not** listed separately somewhere else arrive on the same turn. (If there are such units detached from his command, this is denoted by the symbol: “(-)” next to his formation i.d).

19.3 March Order

One March Order per player may be issued prior to the start of any scenario, to any friendly force in play on the map, which is within 27 MPs of the friendly Army Commander—*if* he is on-map at the start of the scenario (see 8.22).

20.0 VICTORY CONDITIONS

Your Victory Objectives are listed below. An Automatic Victory may occur prior to the specified end of a scenario.

20.1 Victory Points

Victory is awarded to the side that has accumulated the highest number of Victory Points. This is determined at the end of the game. The Victory Conditions below apply to all scenarios. Victory Points are awarded as follows:

20.11 Ratio of Total Combat Losses

Anglo-Prussian: French			
<u>1:2</u>	<u>1:1</u>	<u>2:1</u>	<u>3:1+</u>
French Victory Points			
-3	-2	0	+3

Depending on the Ratio of Total Anglo-Prussian to French Combat Strength lost during play, the French Player gains or loses points. “Total Strength Lost” includes units in both destroyed units compartments. Do not count combat losses accrued before the start date of the scenario being played. *Eliminated Vedettes do not grant victory points.*

20.12. Controlled Friendly Supply Source:

@ 2 Victory Points

Each Player receives TWO points for *certain* Friendly Supply Sources *not* controlled by the Enemy. To be considered in control of them, Enemy units must have been the last to enter them *in supply*. The French Player gains TWO Victory Points for control of Supply Source **H**. The Anglo-Prussian Player receives TWO Victory Points for control of Source **C**, and TWO Points for control of Source **A**.

NOTE: These hexes represent each of the three Armies' main line of communications.

20.13 Demoralized Enemy Corps: @ 1 Victory Point

Each Player receives one point for each Enemy Corpsa Demoralized at the end of play.

20.14. Total Anglo-Prussian Losses

Strength Points Lost:			
<u>11-24</u>	<u>25-40</u>	<u>40-50</u>	<u>50+</u>
Anglo-Prussian Victory Pts.:			
3	2	1	0

The Anglo-Prussian Player receives up to three points depending upon the total Strength Points lost by his army. **20.15 Control:** Victory Points will be awarded for control of Supply Source hexes. To be considered as "controlling" one of these hexes, the player's Combat Unit must physically occupy the hex, in supply, or be the last Combat Unit to have occupied or moved through it. The unit must be in the supply at the moment it occupies the hex.

20.2 Levels of Victory

The Player with the most points wins. The total of points achieved by either player is expressing as a ratio.

Ratio of Victory Points

(French : Anglo-Prussian)

1 : 2

Anglo-Prussian *Decisive* Victory

up to and including 1 : 1

Anglo-Prussian Victory

between 1 : 1 and 2 : 1

French *Marginal* Victory

2 : 1+ but less than 3 : 1

French Victory

3 : 1+ but less than 4 : 1

French *Decisive* Victory

4 : 1

French *Crushing* Victory

20.3 Automatic Victory

A Scenario immediately ends in an Anglo-Prussian Victory the moment the Napoleon unit is captured.

21.0 THE SCENARIOS

21.1 Scenario One:

The Battles Of Ligny & Quatre Bras

In this scenario the French player must try for a crushing blow to knock-out one of the two Coalition Armies.

21.11 First Player: French

21.12 Duration: Morning 16 June—Afternoon 17 June

21.13 Special Introductory Format

Players may select from the following Rules Sections—at their option they can leave out any or all of: Leaders, Reorganization, Command, March Orders, Pontoon Bridges, Road March, Supply or any Optional rules.

Special Movement Allowances

In the introductory format, ignore “Initiative.” Infantry units always move 4 Movement Points, and Cavalry always move 6 Movement Points.

21.14 Initiative Chits At Start

Each Player begins the game with a number of Chits as follows:

French Player: one x 4/6 chit and one x 3/4 in his cup His hand begins with one x 4/6 and two x 2/3s.

Anglo-Prussian Player: one x 4/6 chit and one x 3/4 in his hand. His cup begins with two x 2/3s.

21.2 Scenario Two:

The Battle Of Waterloo

Here the French player directs a desperate battle to break the Anglo-Allied center quickly, before the arrival of the Prussians.

21.21 First Player: French

21.22 Duration: Morning 18 June—Evening 18 June. (The ending time for this scenario on the Turn Record Track is incorrect.)

21.23 Special Introductory Format (see 21.13)

21.24 Initiative Chits At Start

Each Player begins the game with a number of Chits as follows:

French Player: one x 4/6 chit and one x 3/4 in his hand. His cup begins with one x 4/6 and two x 2/3s.

Anglo-Prussian Player: one x 4/6 chit and one x 3/4 in his hand. His cup begins with two x 2/3s.

NOTE: Ney, d'Erlon, and Napoleon begin the scenario in enemy ZOCs. (The French move first.) The above are not required to attack or be attacked on the 0400 turn. Treat them as having all failed their Elan check (due to mud).

21.3 Campaign Scenario:

The Last Days of the Grande Armée

The campaign scenario begins with the entry of the French forces into Belgium. At this moment the Prussians have just discovered the whereabouts of the French army.

21.31 First Player: French

21.32 Duration: Morning 15 June—afternoon 19 June.

21.33 Initiative Chits At Start

Each player begins with a number of chits as follows:

French Player: two x 2/3 chits and one x 3/4 in his hand.

His cup begins with two x 4/6s

Anglo-Prussian Player: one x 4/6 chit and one x 3/4 in his hand. His cup contains two x 2/3s.

21.34 French Chit Play on 15 June morning

To reflect delay of orders and resulting poor coordination of the corps, the French Player may not Force March on this turn.

21.35 Supply Sources

Prussian: any reinforcement entry hex on the east mapedge.

Anglo-Allied: any reinforcement entry hex on the north or west mapedge

French: any reinforcement entry hex on the south mapedge.

21.36 Optional Free Set-Up

A. Using a March Orders Slip, the French Player must secretly re-designate the entry hex of all his forces that ordinarily enter at hex G, H, or I., to any French entry hex. He may not change their turn of entry.

B. The Anglo-Prussian Player may freely set-up hex non-reinforcement forces on the map anywhere north of the 1400 hex row inclusive.

C. The French Player reveals his reinforcement arrival info.

22.0 CREDITS

Game Design: **Kevin Zucker**

Counters, Map & Box Design: **Masahiro Yamazaki**

Playtesting: **Chris Heizer, Chris Jones, Andy Joy, Dave Schubert, Roger Pearce, John Prados**

Rules Editors: **Steve Carey, Bruce Kohn, Chris Perleberg, Richard Simon, Dick Vohlers, Mike Bowen, Crawford**

Revised and Expanded Text: **Mikolaj Lenczewski**

Editor for 2nd Edition: **Dick Vohlers**

TERRAIN EFFECTS CHART	TERRAIN EFFECTS: MOVEMENT	TERRAIN EFFECTS: COMBAT
		The basic cost to enter a Hex is one Movement Point (MP). The actual cost to enter a given Hex may be more or less, depending upon the terrain in the Hex, on the Hexside being crossed, and the unit type. For units in Road March the cost of connected Road hexes is one-half Movement Point.
Terrain Type	MPs to Enter or Cross	Effect on Combat
Clear Hex	1MP	No Effect
Slope Hex	No additional MPs to enter. Trains may enter Slope Hexes only via Roads or Trails	No Effect.
Slope Hexside	1 additional MP to cross moving up hill.	Defender's strength increased by 50% when attacked exclusively through Slope Hexsides.
Chateau (Town in Red)	1MP No Repulse Allowed (<i>see 10.12B</i>)	Against a single infantry unit, the combat odds may not be higher than 2:1—no Combined Arms odds shift. All Dr and Dr2 results are ignored, and D1/2 results are treated as Ex results (<i>see 11.6</i>)
Woods Hex	No additional MPs.	No effect.
Woods Hexside (covered by woods)	Cavalry & Artillery: 3 additional MPs Infantry: 1 additional MP	Cav. Strength Halved when attacking or being attacked across Woods Hexside. Inf. no effect. Combined Arms not allowed if Cavalry attacks through Woods Hexside. No bombardment across.
Road Hex	1/2 MP if entered through road Hexside in Road March; otherwise same as Trail. 1/2 MP for leaders and vedettes	Depends on other terrain in Hex.
Trail Hex	1 MP if entered through trail Hexside.	Depends on other terrain in Hex.
Town Hex	1MP	Defender increased by 50%.
Village	No additional MPs to enter.	No effect.
River Hexside	Prohibited. May only cross at Bridges.	May only attack across Bridges.
Stream Hexside	1 MP additional to cross. Train units must use Bridge. Supply lines may not cross.	Defender increased by 50% when attacked exclusively through Stream Hexsides.
Stream Bridge Hexside	1 MP additional. No additional in Road March or Vedettes or Leader.	Defender increased by 50% when attacked exclusively through Stream Bridge.
River Bridge Hexside	1 MP additional No additional in Road March or for Vedettes or Leader.	Defender doubled when attacked exclusively through River Bridge.
Pontoon Bridge	2 MPs additional (<i>see 9.24</i>). No additional in Road March or Leader. Baggage trains and Supply lines may not cross (<i>however see under 8.31 & 14.12</i>)	Defender doubled when attacked exclusively through Pontoon Bridge across a river. Across a stream, increase by 50%.
Marsh Hex	May only enter on road or trail.	No Effect.
Stacking	1/2 additional MP to enter (<i>see 3.0</i>)	No Effect.

During Mud, all Movement costs for Train units are doubled. Trains may not enter Slope hexes or cross Streams except via roads or trails. Trains, Artillery, Leaders and Vedettes pay cavalry costs.

COMBAT RESULTS TABLE

Die Roll	Probability Ratio (Odds) Attacker : Defender												Die Roll
	1-5	1-4	1-3	1-2	1-1 ^{1/2}	1-1	1 ^{1/2} -1	2-1	3-1	4-1	5-1	6-1	
1	Ar2	Ar	Dr	Dr	Dr	Dr	Dr2	D ^{1/2}	De	De	De	De	1
2	Ar3	Ar2	Ex	Dr	Dr	Dr	Dr	Dr2	D ^{1/2}	D ^{1/2}	D ^{1/2}	De	2
3	A ^{1/2}	Ar3	Ar	Ex	Ex	Ex	Dr	Dr	Dr2	Dr2	Dr2	D ^{1/2}	3
4	Ae	Ar4	Ar2	Ar	Ar	Ex	Ex	Ex	Dr	Dr3	Dr3	Dr2	4
5	Ae	A ^{1/2}	A ^{1/2}	Ar2	Ar	Ar	Ex	Ex	Ex	Ex	Dr4	Dr3	5
6	Ae	Ae	Ae	A ^{1/2}	A ^{1/2}	Ar2	Ar2	Ar	Ar	Ex	Ex	Ex	6

EXPLANATION OF COMBAT RESULTS**11.4 Applying Combat Results**

Combat Results are applied as follows:

Ae (De): All attacking (defending) Combat Units are eliminated.

A^{1/2} (D^{1/2}): *At least* half of the attacking (defending) Combat Strength Points are eliminated (owning player's choice of units). Other remains engaged, which means they remain in EZOCs at the end of turn.

Example: *The French Player's unit Deroy (8SP) is defending against 24 Austrians SPs. Austrian rolls a 2 (D1/2). Deroy is eliminated. If Deroy had been stacked with Wrede (8SP) a result D1/2 would mean that just one division would have been eliminated.*

Ex (Exchange): All Combat units on the weaker side are eliminated; the stronger side eliminates units which total at least half of the Combat Strength of the weaker side. Compare (unmodified) face-value SPs of all units.

EXAMPLE: **Ex (Exchange).** *The weaker side has 11 SPs and the friendly side has four units, with 2, 3, 8, and 10 SPs. Half of 11 is 5.5 and he must lose more, so he removes the '8.' If the weaker side had 16 SPs instead, the friendly force would still lose the 8 (16 x 0.5 = 8).*

Ar (Ar2, 3, 4): All attacking Combat Units must retreat 1 (2, 3, or 4) hexes.

Dr (Dr2, 3, 4): All Defending Units must retreat 1 (2, 3, or 4) hexes.

COMBAT RATIO SHIFTS and DIE ROLL MODIFIERS

Napoleon: If Napoleon is stacked with an attacking or defending force or bombarding artillery, the odds column for the ensuing combat is shifted one column in his favor.

Combined Arms: If an attacking (not bombarding) force includes both infantry and at least one SP of cavalry, the combat odds for the attack are shifted one column to the right before the dice are rolled (a 1 to 1 attack becomes a 1.5 to 1).

Odds: At odds less than 1 to 5 add one to the die roll for each ratio less than 1 to 5. At odds greater than 6 to 1 subtract one from the die roll for each ratio greater than 6 to 1. No die roll result, however, can be greater than 6 or less than one.

Capture of Leaders**Die Roll**

1-5 Retreat O.K.

6 Leader Captured

Die Roll Modifiers:

Add 1 to the die roll for each odds column on the 'bad' side of 1:1.

Subtract any Command Rating from the die roll.

Command Range Summary

Range for Commanders and Officers— 2 Hexes

Cost of Terrain When Tracing Command:

Road / Trail ^{1/2} Hex

All Other Terrain except impassable 1 Hex

Road March Command Range (see 7.21)

Any unit is considered in Command if it is:

- in Road March and
- within 2 hexes of another unit of its formation, on a connected road, that is itself already in Command

HISTORICAL NOTES

THE OPPOSING ARMIES

The Anglo-Allied Army of the Low Countries

Wellington's Army comprised troops of many nationalities, speaking four principle languages—Englishmen, Dutch, Germans and French-speaking Belgians.

The Germans were troops of the armies of Brunswick and Hanover. The King's German Legion—raised also in Hanover—had served in the Peninsular War in the service of King George III who ruled as Duke of Hanover.

The Netherlands had just been forcibly united with Belgium in March, upon word of Napoleon's return to France. The unification forged between Dutch and Belgian units—many of which had fought under Napoleon the year before, and still wore their French-style uniforms—was necessarily fragile.

Two Nassau units came from the German principality lying along the east bank of the Rhine opposite Koblenz. The line troops had been in the Netherlands service for a long time, and were commanded by a German Prince, Bernard of Saxe-Weimar. The two Landwehr (militia) battalions under Kruse had just joined the army at the beginning of June.

Among the English Troops, 15 understrength battalions remained in Holland after the 1814 campaign; in the Spring of 1815, these were shifted into Belgium and filled up with young conscripts. Three regiments had just returned from America upon the conclusion of the War of 1812-1814 (two of these were in Adam's brigade of Clinton's division). The cadre of these 26 battalions were veterans of the Spanish campaign, and they were the best troops available to Wellington. Veterans accounted for only about 60% of British troops; whereas all the KGL troops were veterans, most of the other contingents were green troops.

Wellington welded this diverse force into a unified command by attaching one brigade of KGL and one of Hanoverian troops to each brigade of British regulars. These divisions were dispersed in their cantonments and needed half a day from receipt of their march orders to get underway. It would take days to assemble the entire army. The town of Quatre Bras was selected as the central concentration point, just five miles west of the Prussian Army's focus.

The Prussian Army of the Lower Rhine

Blücher's Army included many troops from the minor German states who had fought on the other side in years past. About 57% of the Army were regular troops and the remainder militia or Landwehr. Some of these were solid veterans while those raised from territories recently-acquired by Prussia were of questionable reliability.

There was no question about the leadership of the army however, beginning with the fire-breathing Marshal Blücher and his chief of staff, Gneisenau, who had been a part of the commission that re-built the Prussian Army after its defeat in 1807. Had Blücher not eluded capture at Ligny, however, it is unlikely that Gneisenau—who disliked the British—would have marched so speedily to their aid on the 18th.¹

¹ Sources agree that Wavre was chosen as their rallying point only because it was the one town all present could find on their maps.

The Prussian Army occupied a wedge-shaped cantonment area along the Sambre and Meuse Rivers, with two brigades at its westernmost point extending to Charleroi and Fontaine l'Eveque, to cover the hinge with the Anglo-Allied cantonments. The objective of this deployment was to delay any advance through Charleroi long enough for the two armies to concentrate on Quatre Bras and Sombreffe, which lie just nine miles apart. If allowed to unite their forces, the Anglo-Prussians would be able to oppose the French in a single body of 220,000 men. The zone between Charleroi, Sombreffe, and Quatre Bras was the critical lynch-pin that the French would have to seize.

The French Armée du Nord

The 128,165 men of *L'Armée du Nord*, virtually all of them veterans, represented less than one-quarter of the manpower available to *La Grande Armée*. About 66,000 men of the line were required in the depots of the regiments, and up to 69,000 more line troops were assigned to other field armies, along with 50,000 mobilized National Guards. In the numerous fortresses on the frontiers, 85,500 National Guards were placed in garrison alongside 108,000 second and third line troops. A further 12,000 veterans, 46,000 conscripts, and 32,000 newly-mobilized National Guards stood in reserve or were still in formation in the depots.

The quality and devotion of the rank and file of *L'Armée du Nord* was not matched by the skill and dedication of their commanders. The years of constant warfare had taken their toll, and many great leaders who had survived did not rally to Napoleon in 1815. The commanding generals of his I and II Corps, d'Erlon and Reille, had never before commanded at that level, though Vandamme and Gérard were experienced and capable. At Imperial Headquarters, among the 73 officers only 12 (17%) had as much as 8 years experience on the General Staff.² The others were working together for the first time.³ Most notably absent was Marshal Berthier, who had taken care of the details for Napoleon since 1796. It is arguable that the critical errors committed by the inexperienced staff, and their inept Chief, Marshal Soult, cost Napoleon the campaign.

The Emperor himself was not at his best in these warm early days of summer. His physical condition was deteriorating, leaving him without the stamina for long hours in the saddle and nights spent dictating orders. Aside from making a poor choice of Marshals—Ney and Grouchy—to lead the Army's two wings, he compounded this by directing Marshal Grouchy beyond supporting distance after Ligny, detaching more than one third of his army in the wrong direction, and then failing to provide further orders to that Marshal during the 17th.⁴ Having chosen Marshal

²These were Colonel Gourgaud, *premier officier d'ordonnance*, Bailly de Monthion, Chief of the general staff (directly under Soult, in a position to repair some of the damage); Baron Dentzel, in charge of prisoners of war; two Adjudants-commandants, Barons Michal and Petiet; Lefebvre and Bernard, attached to the general staff; Baron Gressot, one of the *marechaux de camp* of the *Grand etat-major*; Lt. Col. Neigre, director-general of the Grand Park, and Col. Renaud of his staff; the inspector of the Gendarmerie, Lambert; and the Intendant general, Daru, in charge of keeping the army supplied.

³Weller, Jac, *Wellington at Waterloo*.

⁴Many falsehoods have been adduced to explain Marshal Grouchy's performance in 1815. As unsuited as he was at pursuit, Grouchy had

Ney—whose great tactical skill was only for defensive fights—to lead his offensive battle at Waterloo, he retired for a nap at a crucial moment. Ney conducted the mid-phase of the battle like a rear-guard action in the Peninsular Campaign, failing to provide infantry support for his spectacular cavalry charges.

Wellington's achievements in Spain loomed darkly over the heads of all Frenchmen who had fought against him. With too much respect for the Allied generalissimo, each man had come to expect a British trap over the next rise. In the end that turned out to be the case.

THE CAMPAIGN

Like a well-constructed tragedy, the campaign unfolded in five acts with Prologue and Epilogue.

Prologue: The French forces began converging on the border with Belgium, and the border was sealed. On the 12th, Napoleon left Paris and moved to his Army's Center of Operations at Avesnes.

Act One: The French march of concentration:

On June 15th, the French Army was unleashed across the Sambre River. At their first encounter, Allied screening forces sent out the warning to their respective Headquarters, and fell back toward their advancing compatriots.

Act Two: Allied reaction and French Advance:

The Allies executed a forward concentration behind the cover of their respective screens. As the 16th dawned, troops of both sides still converged on the battlefields of Ligny and Quatre Bras. The French had marched 16 miles since the previous morning.

Act Three: The Battles of Quatre Bras and Ligny:

The French attacked on two fronts simultaneously. The tenacious defense of Quatre Bras by the Anglo-Allied troops saved the Prussians from receiving the full weight of the *Armée du Nord*. Napoleon's hoped-for knock-out blow remained undelivered. The Campaign would continue.

Act Four: The Allied retreat and French pursuit:

The Allies withdrew in tandem, on parallel routes north, and Napoleon separated the two wings of his army, ordering Marshal Grouchy on the track on the Prussians while he pursued Wellington. Grouchy's prescribed route, through Gembloux, was wide of the mark, and took him to the outer flank, allowing the Prussians to interpose themselves between the two French wings.

Act Five: The Battle of Waterloo:

While Grouchy engaged the Prussian rear-guard at Wavre, Wellington fought a successful defensive battle at Waterloo, managing to cling to his ridge until the arrival of Blücher.

Epilogue: The French retreated—the routed forces of Napoleon back toward Charleroi; the intact wing of Grouchy in a south-easterly direction, toward Namur.

PROLOGUE: JUNE 9th, 1815

Napoleon ordered a general concentration of the army around Beaumont on June 9th. The initial concentration area given to the left wing—I and II Corps—was west of Charleroi, at Valenciennes and Avenes, about 44 and 34 miles west of Charleroi, respectively. This concentration was designed to portend an attack near Mons, threatening Wellington's communications, which ran toward the North Sea coast at Ostend. On the right wing, III Corps moved up to Rocroi, 40 miles south of Charleroi, and IV Corps approached from Metz. The cavalry and VI Corps bivouacked in the center, while Rapp's V Corps remained on the Rhine to face the oncoming Austrians.

Napoleon with his Imperial Guard remained in Paris as long as possible, finally departing Paris en route to the army at 03.30 on June 12, 1815. His departure would announce to the whole world the commencement of the campaign. Passing through Soissons, depot for the *Armée du Nord*, the Emperor arrived in Laon, another important stage on the line of communications, at Noon the same day.⁵ He spent the 13th at Avesnes, the Army's Center of Operations, looking to the administrative arrangements for his army's supply.

Napoleon arrived with the Guard at Beaumont on the 14th, the concentration point of his army. The formation adopted by Napoleon for this campaign comprised two wings and a reserve—the left, under Ney, with two corps and the Guard light cavalry; the right, under Grouchy, also with two corps and an extra division of cavalry; and the reserve, comprising the Guard, the Cavalry Reserve, and the understrength VI Corps. In comparison to the formation of prior years,⁶ this one lacked a critical element, namely, an advanced guard of two corps at the point.

ACT ONE: OPENING MOVES

JUNE 15th, 1815

The best way to follow this narrative is to set-up the campaign scenario and then move the units as they are mentioned. The large bold headings indicate the start of a new Game-Turn (every six hours). Also employ information in the game set-up tables and reinforcement tracks.

On the morning of 15th June all the French infantry will have 4 MPs to expend, and all the cavalry 6, except for the Vedettes which will move up to 9.

They are going to be advancing along four northerly routes leading onto the map, three of them south of the Sambre, and the westernmost entry, I, already crossing the Sambre onto the map. There we find the II Corps under Reille with his corps in two stacks. He can try and Road March, though he's going to run into Steinmetz at Fontaine, and of course he'll be attacking at a tremendous disadvantage, so there's no way he can reach any of the Prussians to attack them on the first turn with anything more than a cavalry probe.

The Prussians have Steinmetz as mentioned at Fontaine, the westernmost brigade of all the Prussian army. He is quite

commanded large cavalry forces in many battles, notably tying-up the Russian right at Friedland in 1807.

⁵ 84 miles/10 mph.

⁶ termed "*La bataillon carrée*"

far to the west of Charleroi, six or seven miles. Zeiten himself, the commander of the II Corps, is in Charleroi, along with his second brigade under Pirch. Seven miles by road waits the 3rd brigade at Fleurus, under Jagow, from where Napoleon was able to view the battlefield of Ligny on the 16th. In turn it's another 6 miles to the cavalry reserve under Roeder, with two brigades sitting at Sombreffe. And another 5 miles back is the artillery reserve of the Corps at Gembloux. The artillery is sitting in safety in the very rear. The army is going to want to concentrate on the guns instead of dragging the guns forward too much. Finally, the fourth brigade of the corps is at Moustier sur Sambre, at the same longitude as Gembloux but further forward along the river. These six hexes occupied by the Prussian army are all fairly evenly-spaced, four of them within five or six miles of Sombreffe. Those two rearmost infantry brigades can concentrate at that central point, once they get on the road, in under three hours.

This deployment of the Prussian I Corps is extending from the area further east, the cantonment area of the rest of the army, very much pointing like an arrow toward Steinmetz at Fontaine.

Also on the map we have Bernhard's brigade at Quatre Bras. Maybe he really wasn't there at that hour, but he arrived there historically in plenty of time. We also have the other brigade of that D/B division of Perponcher at Nivelles, and he's got van Opstal's battery of guns also at Nivelles. So we have two hexes occupied by the Anglo-Allied Army at the start of the game.

As you survey the map the next thing you'll see is huge forces sitting on the reinforcement tracks all around the map—Anglo-Allied units on the north and west, French on the south, Prussians waiting to come in on the east—three more Prussian corps, practically the whole of the Anglo-Allied army, and the entirety of the French Army waiting to come on. And the French are deployed to enter at those four roads leading toward Charleroi and the other crossings of the Sambre.

The first to cross will be Reille's first stack moving up through Lobbes to within two or three hexes of Steinmetz. Each of these stacks has two divisions of infantry and some guns or cavalry; the second stack right behind the first.

Pajol with I Cav Corps enters at Hex H and moves up to Marcinelle, which is just across the river from Charleroi. His units were deployed as Vedettes, so they're able to move the seven miles to Marcinelle and then scout up and down the river bank. His artillery followed further back—because they cannot be Vedettes—one mile out of Marcinelle. The III Corps cavalry of Dommanget is up front with Pajol.

Following behind the artillery is Napoleon with the Young Guard, Duhesme's division. They have to be in road march to use that bridge, remember.

The second stack to enter is Drouot, with the Guard cavalry and Duchand. He's going to enter at minus-one because the first stack has already entered in front of him. His first hex on the map is going to cost him two. And since they are not in Road March they cannot get across the bridge.

The third stack is Friant and Morand, two great infantry division commanders who served in Davout's old III Corps, now commanding Guard Divisions. They'll move up behind the guns of their corps, and that is all the French will be able to do this morning ...

02.30: Beaumont

The strains of reveille resounded in bivouacs across the northern tier of France. With the clatter and rattle of arms and equipment, the men began to fall-in to their places in their road march columns, facing the Belgian frontier. Pajol's cavalry screen advanced through the darkness to scour the countryside, and crossed onto Belgian soil about 3:30.

04.00: Lobbes.

Reille's II Corps attacked the bridges at Lobbes.

Pajol moved up to Marcinelle, his twelve regiments deployed as Vedettes screening the French advance. Napoleon with the Young Guard crossed the stream near Jamioulx en route to Marcinelle. Behind them marched the main body of the Imperial Guard. Their commander, Marshal Mortier, took sick and was replaced by Drouot.

Vandamme's III and Mouton's VI Corps columns became entangled in a five-hour traffic jam. Gérard's IV Corps was also delayed due to the defection of the lead division's general, Bourmont.

08.00: Lobbes

After four hours, Reille gained a foothold across the Sambre and moved up through Lobbes toward Fontaine in one long column. Jérôme's single division detoured through Montigny and Marchienne.

10.00: Charleroi

Charleroi is located on both sides of the Sambre River. On the south side of the river between the lower part of the town was the suburb of Marcinelle. Between this suburb and the town proper there ran a dyke about 400 meters long. The bridge connected the lower and upper parts of the town and measured eight meters wide, barricaded at both ends. The Brussels road ran through the upper part of the town just beyond the *Place du Centre*.

On the morning of June 15th the 9th Prussians held the village of Marcinelle. Two Battalions of the 6th Prussians (Pirch II) held the town of Charleroi. Vandamme's III Corps was supposed to be in the outskirts of Charleroi by 10 AM, but in the event his leading units only made an appearance at 3 PM. This meant that for most of the morning the only troops fighting the Prussians were Pajol's cavalry of the forward screen.⁷

10.30: Braine-le-Comte

The Prince of Orange's Chief of Staff de Rebecque ordered the Dutch/Belgian troops in Nivelles forward to Quatre-Bras.

12.30: Charleroi

The French sappers of the Guard attacked at 12:30 PM and threw the barricades into the river. Pajol's cavalry again tried to storm the bridge, but were again repulsed. The sappers and the Young Guard renewed the attack,

⁷ David G. Chandler, *Waterloo: The Hundred Days*.

pushing the Prussians out of both the lower and upper parts of the town.

After encouraging the drivers on the difficult slopes beyond the bridges, Napoleon set up his headquarters in the lower part of the town in an inn owned by a local ironmaster (M. Puissant—Bellevue Tavern), and ate the lunch that had been prepared for Ziethen. Intermittently napping, Napoleon was sitting in his chair outside the Bellevue Inn reviewing the III Corps as it filed past.⁸

Both of the advanced Prussian brigades drew-off in a north-easterly direction, Steinmetz from Fontaine l'Eveque toward Gosselies, and Pirch II from Charleroi toward Gilly. Now the pace of operations accelerated hour by hour.

13.00: Gilly

Pajol's I Cavalry Corps reached Gilly in pursuit of Pirch II, who withdrew to the wood of Soleilmont (1813), where he met Jagow's brigade coming up the road from Fleurus.

15.00: Gilly

Grouchy and Exelmans' II Cavalry Corps joined Pajol at Gilly.

Brussels

Wellington, informed of the attack on the Prussians, ordered his troops to break camp and move to their divisional concentration points.

Quatre-Bras

Prince Bernhard of Saxe Weimar with 4,000 infantry and only 8 guns occupied Quatre-Bras.⁹

15.15: Charleroi

Soult dispatched orders to General Gerard, to move across the Sambre at Chatêlet, but his IV Corps did not appear in time to help drive the Prussians from the Soleilmont woods.

15.30: Charleroi (Bellevue Chateau).

Marshal Ney arrived and sent the two cavalry divisions of Piré and Desnouettes (Imperial Guard light cavalry) north along the Charleroi-Brussels road.

17.00: Gilly

Napoleon and Vandamme arrived with the III Corps at Gilly, ranged in battle formation facing the Prussian-occupied woods. Zeithen, outnumbered, wisely withdrew toward the supporting elements of his Corps still approaching. Grouchy and Exelmans pushed on toward Fleurus.

Gosselies

Ney's cavalry skirmished with Steinmetz's brigade, which formed square and marched off.

17.30 Gosselies

Ney reached Gosselies as Steinmetz finished evacuating the town. The Prussians drew off to the north-east along the Brussels road, turning right at the stream toward St. Amand. Ney sent Girard's division in pursuit of Steinmetz and halted to await d'Erlon's I Corps, merely sending his advanced guard, Lefebvre-Desnoëttes, north to Frasnes.

Fleurus

Grouchy cleared the village of the retiring Prussians.

18.00: Sombreffe.

Blücher reached Sombreffe.

18.30: Frasnes-le-Gosselies

Ney's advance guard engaged the 2nd Nassau infantry of Bernhard, just south of the village of Frasnes. The Nassauers fell back to the edge of the Bossu Wood (2709).

20.00: Frasnes-le-Gosselies

Fearing the wood might conceal more of Wellington's army, Ney decided to bivouac rather than make an attempt on Quatre-Bras. A few kilometers south of Frasnes a mill standing on the west side of the road housed Marshal Ney's quarters for the night.

Fleurus

As Napoleon departed for his quarters in Charleroi, Grouchy's men went into bivouac all along the road from Chatêlet.

21.00: Charleroi

Napoleon arrived to spend the night. Nearly half his army was still south of the Sambre, but he had attained the central position and would be able to strike either of the two opposing armies.

22.00: Wellington's HQ, Brussels

Wellington received a message from Gneisenau, informing him of the Prussian Army's concentration on Sombreffe. He replied that he expected the main enemy advance toward Mons (14 miles west of Seneffe), and sent orders to I Corps to move on Nivelles and Braine-le-Comte; II Corps (2 divs) and Uxbridge to Enghien. Others to Sotteghem, Granmont, Alost. Reserve to prepare to march. A dispatch from Dornberg in Mons confirmed that the French movement on Charleroi was not a feint.

01.00: The Duke of Richmond's residence, Brussels

Wellington received a despatch from Constant-Rebecque, containing details of Bernhard's situation at Quatre-Bras; Wellington ordered the Reserve Corps to march south; and the remainder of the army to Nivelles.

03.00: Quatre-Bras

Perponcher arrived at Quatre Bras with Bylant's Bde.

⁸ Chandler, *Waterloo*. This scene is depicted on the box cover.

⁹ Duke Bernhard of Saxe-Weimar (1792-1862). The second son of Grand-Duke Karl August, friend and patron of Johann von Goethe. After the Congress of Vienna, Bernhard received a commission as Colonel of the Orange-Nassau regiment (in the Netherlands service) and assumed command of the brigade when its general took sick leave. Distinguished himself as commander of the Dutch troops in the Belgian campaign of 1830.

16 JUNE 1815**04.00: Charleroi**

The Imperial Guard broke its bivouac and moved toward Fleurus.

Brussels

The Reserve marched south for Mt. St. Jean.

07.30: Brussels

Wellington followed the reserve, heading south.

08.00 Charleroi

As orders for the day's movement were being dispatched, word arrived from Grouchy of Prussian forces concentrating on Sombreffe. Napoleon departed toward Fleurus, while his army awaited orders: IV Corps on either side of the Sambre near Chatêlet, and VI Corps still further back. He did send orders, belatedly to Ney at 08.30, but these orders were delayed and as a result the 45,000 men of the left wing remained inactive throughout the morning.

10.00: Quatre-Bras

Wellington arrived on the battlefield.

11.00: Fleurus

Napoleon arrived at Fleurus, to find the Prussians concentrating at Ligny.

12.00: Frasnes

Ney finally received his written orders from Napoleon.

Sombreffe

Pirch's Corps arrived, passing through Sombreffe toward Brye.

13.00: Ligny

Pecheux's division arrived and attacked Ligny. Girard's division (attached to III Corps) attacked St. Amand, Vandamme and Gérard reaching Fleurus.

Mt. St. Jean

The Reserve Corps continued south toward Quatre-Bras.

13.30: Brye

Wellington & Blücher met at Moulin de Bussy. Wellington expressed reservations about the deployment, noting the numbers of Prussians exposed along forward slopes to enemy artillery.

14.00: Quatre-Bras

Ney attacks at Quatre-Bras. Allied strength—8,000.

Ligny Battlefield

Napoleon issued orders for the battle to I Cav and II Cav Corps, and III and IV Corps, with the Guard and IV Cav Corps in reserve. VI Corps still awaited orders near Charleroi. Ney at Frasnes was ordered to drive the English out of Quatre Bras and then to descend on Brye by about 18.00.

14.30: Ligny Battlefield

Vandamme attacked St. Amand while Gérard undertook a personal reconnaissance of the Prussian lines at Ligny, and deployed Vichery and Pecheux against the village while placing Hulot's division on the right to support the cavalry facing Boignee.

15.00: Sombreffe

Thielemann's III Corps arrived between Sombreffe & Mazy.

Quatre Bras

As Wellington returned from his meeting with Blücher, Perponcher's division was under pressure. In rapid succession the Duke of Brunswick arrived at the head of his corps, Merlen's cavalry arrived from Nivelles, and then Picton's division came in behind the last of Brunswick's men.

15.15: Quatre Bras

Ney was just receiving his orders of 14.00, which he not unreasonably interpreted to mean that he had to clear Quatre-Bras before attempting his turning movement against the Prussians. Without neutralizing the British first, his outflanking force would be exposed between two fires.

Fleurus

Marshal Soult issued further instruction to Marshal Ney, which in its vagueness seemed to confirm the hotheaded Gascon's fixation on the capture of Quatre Bras, and did not suggest the importance of his moving at least d'Erlon's corps to support the Emperor.

15.45: Frasnes

The Emperor's aide-de-camp count de la Bedoyere arrived on the Brussels road from IHQ with a pencilled note from the Emperor, and ordered the lead division of d'Erlon's division to change direction and march for St. Amand. The remainder of the corps followed.

16.00: Quatre-Bras.

Alten's newly-arrived division attacks.

Kruse's Nassau contingent (Landwehr) arrived.

St. Amand

Lefol's division finally captured St. Amand le Chateau from Steinmetz's brigade. But Girard's division was unable to eject Pirch II's brigade from La Haye, Blücher himself leading Tippelskirchen's brigade which finally drove the French out with 50% casualties.

Ligny

Gérard's attack against Ligny met fierce resistance from Jagow's brigade, and some regiments took over 50% casualties before the Prussians finally pulled back across the creek.

16.10: Gemioncourt

Ney received word from d'Erlon of his change of direction. Within minutes, Colonel Forbin de Janson arrived from IHQ, but he failed to deliver the orders in the face of the Marshal's rage. Throwing caution to the wind, Ney ordered Kellermann

to attack Halkett's newly-arrived brigade with the single cavalry brigade he had to hand. This charge was lucky.

The large farmstead of Gemioncourt stands 200 yards to the east of the Charleroi high road. West of the road at this point is the sunken meadow where the 69th Regiment was scattered by the French cavalry. Wellington was nearly captured in the SE corner of Quatre-Bras on the Brussels Road by the French Cavalry charge. He only escaped by jumping into the square of the 92nd Highlanders.¹⁰

18.00: Quatre Bras

Cooke's division arrived at Quatre-Bras along with Best's Brigade. A lull spread over the battlefield as Wellington, who now had numerical superiority, sent Brunswick and Kielmansegge to attack Bachelu on his left, while Cooke's Guardsmen drove Jerome's men back through the Bossu Wood.

Fleurus

Napoleon was about to send the Guard into battle when a mysterious force appeared in the rear of Vandamme's Corps. A lull in the battle ensued while staff officers galloped off to identify the approaching troops.

18.30 Fleurus

Staff officers reported that the approaching column turned out to be d'Erlon's I Corps. Napoleon recommenced his attack.

Quatre-Bras

Ney finally received the dispatch, which Forbin de Janson failed to deliver earlier, containing Soult's further instructions of 15.15.

19.30 Ligny

The Guard went into action, one brigade on either flank of Gerard's IV Corps, supported by the Guard artillery and Heavy Cavalry. Within half an hour they had driven the Prussians back from the Ligny brook. They then hit Krafft's brigade, pushing it back toward Brye. As the French approached his command post, Blücher took 32 squadrons of cavalry and swept down upon the Guard, only to be beaten back by Milhaud's IV Cavalry Corps. Blücher himself was wounded and separated for the next several hours from headquarters.

21.00 Ligny

The battle was at an end and the Prussians began to withdraw.

Quatre Bras

As darkness descended, Ney broke contact and drew his forces off to the south. Wellington chose not to pursue.

22.00 Genappe

Wellington reached his quarters at *l'auberge du Roi d'Espagne* in Genappe, where he received word of the Prussian debacle. He despatched an officer toward the east

who returned about midnight to report French Vedettes near Sombreffe.

23.00 Ligny

The French followed the retiring enemy but did not pursue. Discovering a fugitive horde of 10,000 making its way toward Liege, the French assumed this was the line of retreat. Napoleon ordered one division to remain at St. Amand while Grouchy would take 33,000 men to pursue the broken remnants of Blücher's army eastward. Napoleon would take the balance of the forces toward Quatre-Bras in the morning, to deal Wellington a decisive blow. Careless staff work again struck, as no one at IHQ apparently thought to dispatch an officer to ascertain the true state of affairs before Quatre Bras. Furthermore, they failed to order Grouchy to conduct any overnight reconnaissance of the fleeing Prussians. The Emperor retired to bed at Fleurus.

01.00 Tilly

Gneisenau gave the order to retreat on Tilly and Wavre. He then rode over to his headquarters in Mellery, where he found Blücher, somewhat dazed, recovering from his fall during the charge.

03.00 Genappe

Wellington arose and immediately returned the officer toward Ligny to confirm the Prussian retreat and its direction.

17 JUNE 1815

04.00: Fleurus

Napoleon awoke about dawn and remembered to dispatch Pajol's I Cavalry Corps to follow the Prussians, and then went back to sleep.

06.00 Quatre Bras

Wellington returned to the cross-roads and sat by a fire on the damp morning.

Fleurus

Napoleon arose and proceeded to a leisurely morning routine. He received a report from Pajol that the Prussians were moving toward Namur. In fact, Grouchy's cavalry had lost contact with the organized troops of the Prussians, and rain during the day complicated their work. Napoleon shortly received word of the actual outcome at Quatre Bras.

07.30 Quatre Bras

Wellington received confirmation of Blücher's retreat on Wavre. He ordered his troops to withdraw toward Brussels. "As they are gone back, we must go too."

09.00 Quatre Bras

Wellington received his first dispatch from Blücher, since the retreat and enquiring of his own intentions.

10.00 Quatre Bras

The Anglo-Allied Army began withdrawing.

¹⁰ David G. Chandler, *Waterloo: The Hundred Days*.

13.00 Marbais

Napoleon arrived from Ligny on his way to Quatre Bras. Ney's forces were inactive.

14.00 Quatre-Bras

The last of Wellington's infantry, the Guards division, pulled out just ahead of Napoleon's belated pursuit.

18.00 Mt. St. Jean

Napoleon sent his IV Cav Corps toward Wellington's position. A volley from 60 guns revealed that this was indeed Wellington's chosen position: from 3707 through 3708 and 3809, with cavalry only guarding the flank in 3810, and light forces thrown forward into Plancenoit and Hougomont.

20.00 Gembloux

Grouchy gave up on the pursuit for the day, and sent Napoleon word of "part" of the Prussian Army's retreat toward Wavre.

18 JUNE 1815

04.00: Maison du Roi

After spending the early twilight hours inspecting the front, Napoleon received Grouchy's despatch. He made no immediate reply and retired for a few hours of sleep.

08.00: Maison du Roi

The Emperor drafted his plan for the battle, and belatedly dictated a response to Grouchy's message of 20.00, confirming Wavre as the Marshal's next objective.

09.30: Wavre

Exelman's cavalry ran into the Prussian rear-guard south of Wavre. Prisoners revealed Blücher's march in support of Wellington at Waterloo, and this was put into a message for Grouchy.

10.00: Maison du Roi

Napoleon received another message from Grouchy, sent at 06.00, stating that the Prusians seemed intent on joining Wellington.

11.30: Walhain St. Paul

Grouchy's Army heard the sound of the guns opening up at Waterloo, 15 miles away. His subordinates, General Gerard and Vandamme, insisted they march to support the Emperor. Grouchy, however, deliberately obeyed his orders.

12.30: Walhain St. Paul

Grouchy received word from Exelmans that the Prussians were marching against Napoleon. Grouchy immediately ordered his troops across the Dyle.

17.00: Wavre

The fighting along the Dyle continued from Wavre to Limale as Grouchy attempted to find a weakness in Thielemann's III Prussian Corps, but was able to make no headway. During this fight, the other three corps made good their arrival on the battlefield of Waterloo.

19.40: Waterloo

The attack of the Guard collapsed, and the French Army slowly disintegrated under a general Anglo-Prussian assault.

