

Vive l'Empereur !

Le Retour de l'Empereur

June 16 and 18, 1815

**Ligny
Quatre-Bras
Waterloo
Wavre**

Scenarios and specific rules



Pratzen Editions 2011

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Historical Background

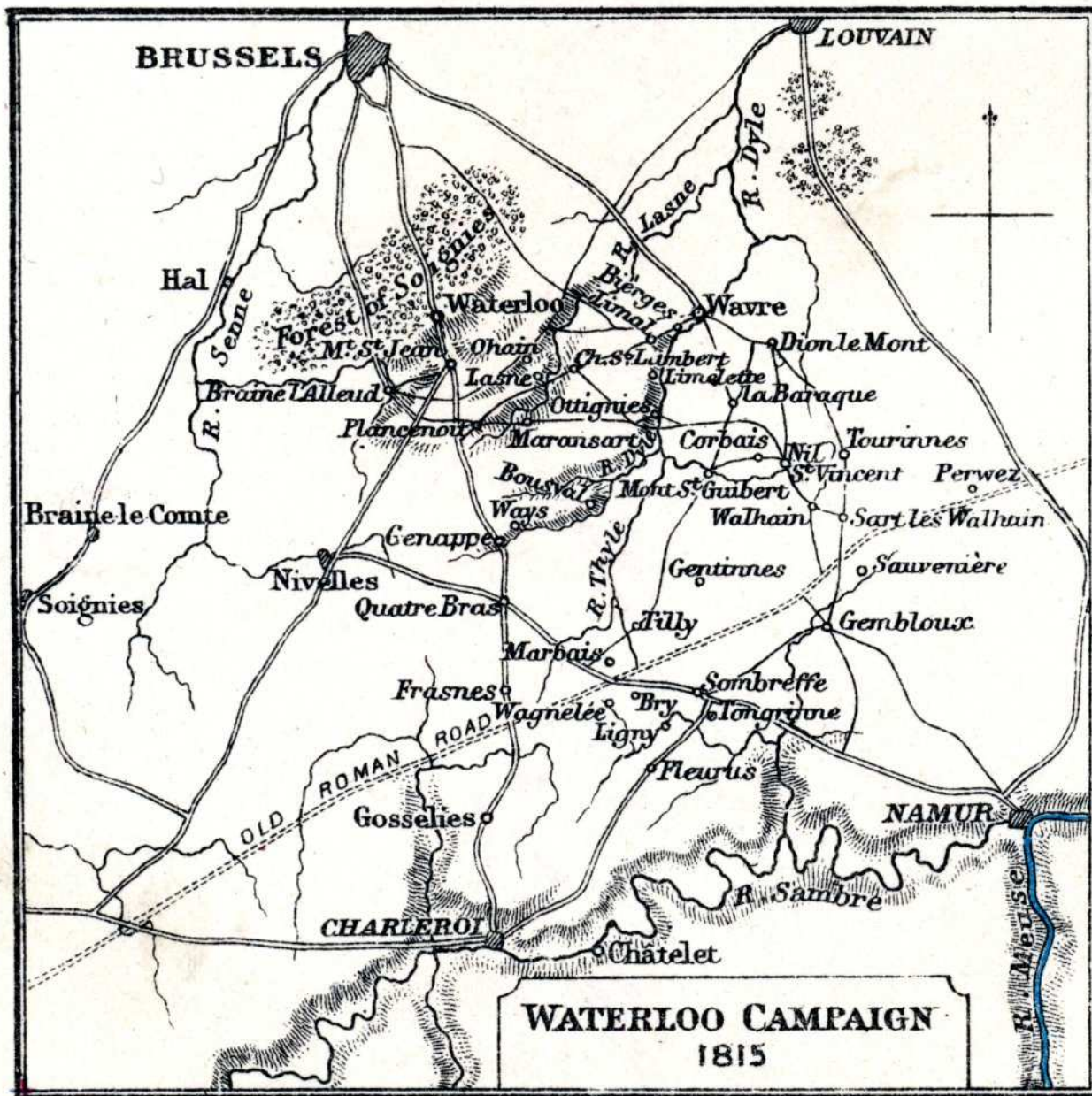
Arguably one of the most famous, if not the most famous, battle of history, Waterloo (called Mont St Jean for the French and La Belle Alliance for the Prussians) was the culminating act of Napoleon's attempt to regain the mastery of France.

Napoleon's landing on the shores of France near Cannes on March 1, 1815, sent a shock through the gathered (and argumentative) politicians, generals and crowned heads of state. The Congress of Vienna was meant to finalize the 1814 victory over Napoleon but had somewhat disintegrated into a face-off between Russia and Prussia on one side and Austria, Britain and France on the other. Napoleon's reappearance on the continental stage changed all that, and the major powers quickly agreed to raise troops and once and for all rid Europe of the constant war making and conquest of Napoleon Bonaparte. This was the Seventh Coalition.

The big four (Russia, Prussia, Britain and Austria) each pledged armies of 150,000 troops, with Britain able to make up her numbers through the use of subsidies. However, the Russian army was back in Russia, Britain was fighting a war in America with her Peninsular veteran troops, Prussia was dealing with an uncooperative Saxony and mutinous Saxon troops (Prussia was given 2/5ths of Saxony as her part of the spoils) and Austria was still slow Austria. The original offensive date of June 1 set by the Allies was changed to June 27th.

Napoleon struck on June 15th.

The British were deployed in the area of Brussels, Mons, Tournai and Ghent. Light cavalry was forward along the French border. The Prince of Orange led the I Corps (28,300), General Hill the II Corps (29,400 – of which 17,000 were detached to the west at



Hal), Uxbridge the Cavalry Corps (16,500) and Wellington the Reserve (37,000 - which was essentially a third Corps). Wellington was in Brussels. Total for the British was about 111,200 troops and 203 guns. Wellington was concerned the French goal was to attack the British right, which would endanger his communications with the sea. Hence his stationing Hill's II Corps and much

of his cavalry to the west. This would affect the British concentration once the French line of attack became apparent.

The Prussians were spread from Liege and Maastricht in the east (Bulow with IV Corps - 31,900), to Dinant in the south (Thielmann with III Corps - 27,900), to Charleroi and beyond in the west (Ziethen with I Corps - 31,800) and Wavre to the north (Pirch with II

Corps down to Namur – 35,100). Blucher was in Namur. Total for the Prussians was 123,000 and 296 guns.

French deserters had been picked up by the Prussian outposts as early as the 12th of June. This and later reports caused Gneisenau (Chief of Staff to Blucher) to order concentrations of the Prussian Corps from their bivouac areas on the 15th. General Bulow, however, not seeing the urgency of the concentration, decided to march on the 16th. This ultimately affected the Prussian strength at Ligny.

The French Armee du Nord was massed around the Beaumont area, with the IV Corps coming up from Phillipeville. It consisted of the Imperial Guard (Drouot with 20,700), the I Corps (d'Erlon with 19,800), II Corps (Reille with 25,100), III Corps (Vandamme with 17,600), IV Corps (Gerard with 15,300), VI Corps (Lobau with 10,500), I Cavalry Corps (Pajol with 3,000), II Cavalry Corps (Exelmans with 3,400), III Cavalry Corps (Kellermann with 3,900) and IV Cavalry Corps (Milhaud with 3,100). Total for the army was 122,600 with 368 guns.

(The numbers vary according to the sources used, these being from The Waterloo Campaign by Albert Nofi.)

Napoleon started his offensive on the early morning of June 15th, moving on Charleroi with the intention of splitting the Prussian from the British. Contacting the Prussian I Corps at Charleroi the French pushed the Prussians beyond the town and held possession by noon. Muddled staff work by Marshal Soult had delayed the attack and it was not vigorously pushed until Napoleon came on the scene. The battered Prussian I Corps fell back on Sombreffe, where it was joined by the Prussian II and III Corps by noon on the 16th. The IV Prussian Corps was not within supporting distance for a combat on the 16th. The aggressive Blucher was concentrating forward, even though he thought Napoleon's entire army was facing him.

Napoleon gave command of the left wing (I, II Corps and III Cavalry Corps, plus the Guard Light Cavalry) to the recently arrived Marshal Ney. Marshal Grouchy was in command of the right wing (III, IV Corps, I and II Cavalry Corps). Napoleon kept the VI Corps, the IV Reserve Cavalry Corps and the Guard infantry and heavy cavalry under his command and in reserve. The orders were for Marshal Grouchy to attack the Prussians and for Marshal Ney to move to Quatre-Bras. The reserve would support the right wing. Napoleon intended to destroy the Prussians, keep the allies apart by taking the Quatre-Bras position, and use Marshal Ney on a flanking maneuver against the Prussian right.

Although Wellington had rumors and warnings of the French advance on the seam of the Allied armies, he insisted that the French would strike at his right. When finally late on the 15th he became convinced of the direction of the French attack, he ordered his divisions to concentrate, but the forward concentration was to be at Nivelles for the Prince of Orange. Fortunately the I Corps Chief of Staff, General Constant-Rebecque, decided to hold Quatre-Bras with Perponcher's division. The Prince of Orange had gone to see Wellington in Brussels and was not on the scene when this decision was made. Had Wellington's concentration gone as ordered, Marshal Ney would have been able to attain the Quatre-Bras position and split the allied armies.

The 16th started slow for most of the troops. Ney pushed slowly on Quatre-Bras, Grouchy slowly on Ligny, the Prussians were moving toward Sombreffe and the British were concentrating their divisions in their cantonments. Only Perponcher was where he needed to be. Staff officers and ADC's from all armies were hurrying up and down the roads, alerting, notifying and delivering orders to the various commanders. Napoleon was irritated about the slow start, Blucher was arranging the remnants of the I Corps and distributing the II and III Corps as they

arrived, and Wellington was starting to forward troops for a possible support for the Prussians.

This is where the games begin...

Quatre-Bras

Synopsis

The first contact between the French and Dutch-Belgians occurred on the afternoon of the 15th. Units of the 2nd Brigade of the 2nd Dutch-Belgian division of Lieutenant General Perponcher skirmished with Lefebvre-Desnouettes Guard Light Cavalry at Frasnes, a village two miles south of Quatre-Bras.

The Dutch-Belgians fell back on Quatre-Bras and the French bivouacked at Frasnes, tired after a march of 22 miles on the 15th. Early on the 16th, the remainder of the 2nd Dutch-Belgian division arrived at Quatre-Bras, as did the Prince of Orange.

8,000 Dutch-Belgian troops with 16 guns occupied a front of less than 2 miles, while 18,000 French with 38 guns were close by to the south. However, Ney did not move until early afternoon.

At 1430 the French cannon started firing and the French infantry attacked. By 1500 the Dutch-Belgians were under severe pressure, when the Brunswicker's arrived (4,300 infantry and 900 cavalry).

Wellington arrived about 1500, after having visited Blucher at Sombreffe (where he had said that "If they fight here they will be damnably mauled" which proved correct). Wellington then took direct control of the fight at Quatre-Bras.

British reinforcements started to arrive. First the Dutch-Belgian 2nd Cavalry Brigade, and then Picton's 5th British Division which went to reinforce the hard pressed Dutch-Belgian infantry.

Attack and counter attack caused the battle to flow back and forth. Napoleon's message to Ney arrived about 1530 and caused Ney to redouble his efforts. He called on d'Erlon to bring his I Corps up with all possible speed

while again sending Reille's troops into the attack.

A little after 1600 Ney learned that the I Corps was moving on the wrong direction! Mistaking Napoleon's directions and intent, Ney, in a rage, sent a message recalling d'Erlon.

Also about this time, the British 3rd division arrived at Quatre-Bras.

Ney sent forward Kellermann's cuirassiers, in an all but suicidal attack. The French horsemen reached the cross roads but could not stay.

Again attack and counter attack occurred. Rain started about 1800, becoming heavy. The battle died down about 2100, with the lines essentially established where they had started. The battle was tactically a draw, but was a strategic allied victory. Ney did not take the cross roads nor did he maneuver against the Prussian right flank. He also lost time, the one thing Napoleon said he must not lose.

1- Historical Scenario

Length: The game starts at 1400 and ends at the end of the 2000 turn. This scenario therefore lasts 13 turns.

The **Allied** player sets up first.

The **French** player starts all the turns first.

French set up

- Reille, II Corps cavalry (units 62 and 63) north of Frasnes, within two hexes of the town

- II Corps 5th division (Bachelu, units 45 to 48, artillery 64) at Frasnes.

- II Corps 9th division (Foy, units 58 to 61) on the road to Charleroi, south of Frasnes.

- Marshal Ney with any unit

- Light Cavalry of the Guard (units 16, 17 and 20) half distance between Frasnes and Villers-Perwin.

Reinforcements:

1400: Road to Charleroi: Jerome, 6th division, units 49 to 53, artillery units 65 and 66.

1500: Road to Charleroi: IIIC units 124 and 125, Kellermann

1700: Road to Charleroi: IIIC units 126 to 128.

1900: South-east corner of the map: d'Erlon, units 24 to 27, 42.

1930: South-east corner of the map: units 28 to 31

2000: South-east corner of the map; units 32 to 35, artillery 043.

Allied set up and reinforcements:

- Units 13 to 17 are set up as follows:

- Unit 13 is at Gemioncourt

- Unit 14 is at Quatre-Bras

- Unit 15A is at Grand Pierrepont

- Unit 15B, 16 and 17 are anywhere on a line between Gemioncourt and Grand Pierrepont

- The Prince of Orange is at Quatre-Bras.

Reinforcements:

1400- From Brussels: Picton's division, Kempt brigade units 43 and 44

1400- From Ligny: Wellington

1430- From Nivelles: van Merlen unit 84

1430- From Brussels: Pack brigade (units 45 and 46), and Best brigade (units 52 and 53), artillery 49

1500- From Brussels: Brunswick contingent, units 56 to 61

1600- From Nivelles: Alten 3rd Division: C Halkett brigade units 06 and 07

1630- From Nivelles: Kielmansegge brigade units 10 and 11, artillery 12

1700- From Nivelles: Cooke 1st Division, Byng and Maitland brigades units 01 to 04, artillery 05.

Victory:

If there is no French unit in good order north of the road to Nivelles-To Ligny, it is a major Anglo-Allied victory.

If the Anglo-Allied hold the Quatre-Bras at the end of the game, this is an Anglo-Allied victory.

If the French hold the Quatre-Bras at the end of the game, this is a French victory.

If in addition they can exit to Ligny two full infantry divisions by the end of the game, this is a major French victory.

Special rules for this scenario in addition to the rules exposed below

- The initial set up partly counteracts special rule 9 (see the Special Rules below) on the cohesion of Anglo-Allied brigades. However, when any of these units move, they have to comply with this rule the best they can. They are not required to move.

- Use of the Guard light Cavalry. Napoléon forbade Ney to use this excellent unit. At 1600 it must withdraw from the battlefield by the eastern edge of the map. However, before this turn, these units can move and countercharge normally, but Ney must be stacked with them in order to initiate a charge. If they take any loss, these are counted as 5 losses on the morale demoralization level of the II Corps, which therefore decreases by 5 for every loss the Guard cavalry or artillery takes. The artillery unit attached to the Guard is free to act before 1600 but must follow the cavalry starting at 1600 when it withdraws.

- The Best brigade (units 52 and 53) is attached to Picton for the duration of the game.

- Demoralization levels for this battle are:

-French army:

Corps	Steps	Demoralization	Desperate level
I	48	24	35
II	74	37	54
III Cav	15	8	13

-Anglo-Allied army:

Corps	Steps	Demoralization	Desperate levels
I	64	32	40-51
Reserve	55	28	35-45

These special numbers are explained in special rule 5 page 34.

- Command: the Prince of Orange is an army leader with an ability of 1 order per turn, but he is only a Corps commander once Wellington arrives. He remains so for the rest of the campaign.

2- The Duke strikes back

Length: The game starts at 1800 and ends at the end of the 2130 turn. This scenario therefore lasts 8 turns.

The **French** player sets up first.

The **Allied** player starts all the turns first.

French set up:

- II Corps (units 45 to 53 and 58 to 66) and the III Corps of Kellermann (units 124 to 128) on or south of a line Grand Pierrepont-Gemioncourt-Piraumont, including all these locations.

The II Corps has 10 losses spread among their infantry units, one per unit.

Allied set up:

- Perponcher division (13 to 17) is in or around Quatre-Bras. They have 6 losses to spread among the units. All start the scenario in disorder.

- Brunswick contingent (units 56 to 61) are south of Quatre-Bras on a line Bois de Bossu-Etang Materne

- Brigades Kempt and Pack (units 43 to 46) and the Best brigade (units 52 and 53) on the road to Ligny between Quatre-Bras and the map edge. Brigades Kempt and Pack have one loss per unit.

- Brigades C Halkett and Kielmansegge (units 06, 07, 10 and 11) are on the road between Quatre Bras and Gemioncourt.

- Cooke 1st Division (units 01 to 05) is on the road from the Quatre-Bras to Houtain le Val.

Reinforcements:

Per scenario 1

Victory:

The conditions are the same than scenario 1

Special rules for this scenario in addition to the rules shown below

Same as scenario 1.

3- Ney ten years younger

The overall performance of the “Prince de la Moskova” has been constantly seen as very poor (and this is a generous view) during the whole campaign. This is of course in hindsight, but poor judgment at Quatre-Bras, bad advice from Reille (seeing Brits everywhere especially where they were not), procrastination, wrong decisions in the middle of the battle, forgetting to use other arms; this did not get better at Waterloo two days later even under the eyes of the Master. By himself at Quatre-Bras, Ney had been a poor commander. Let’s explore him ten years younger:

- Ney can issue two orders per turn.
- Hurrying the other divisions of the II Corps, he starts with Bachelu at Grand Pierrepont, Foy at the same level on the east of the road, Jerome at Frasnes, Kellermann on the road south of Frasnes. All these units can be used normally.
- The Guard cavalry is removed from play and sent back to Ligny.
- Understanding that d’Erlon is needed mostly at Ligny, Ney recalls Girard’s division that enters at 1600 by the south-east corner of the map.
- Allied set up, reinforcement and victory conditions are unchanged.

4- The Prince of Orange gamble

When Napoleon struck on June 15th, the Anglo-Allied army was spread over a very large area. Curiously, the central highway from Charleroi to Brussels was empty of Anglo-Allied troops, in spite the fact that it was a possible (even likely) route of penetration between both allied armies. The young Prince of Orange, at the head of I Corps, had his headquarters at Soignes, far away from Quatre-Bras. If the HQ had been at Nivelles, in a more central position, his Corps could have been assembled more quickly and their movement to Quatre-Bras easier. The table of reinforcements by the road to Nivelles is replaced by the following:

1400- From Brussels: Picton’s division, Kempt brigade units 43 and 44

1400- From Ligny: Wellington

1400- From Nivelles: Chasse’s division (units 18 to 22)

1430- From Nivelles: van Merlen unit 84

1430- From Brussels: Pack brigade (units 45 and 46), and Best brigade (units 52 and 53), artillery 49

1500- From Brussels: Brunswick contingent, units 56 to 61

1500- From Nivelles: Cooke 1st Division, Byng and Maitland brigades units 01 to 04, artillery 05.

1600- From Nivelles: Alten 3rd Division, units 06 to 12

1700- From Nivelles, Dutch cavalry units 82 and 83

The victory conditions are unchanged.

5- d’Erlon at the rescue

A considerable amount of debate has been made for two centuries around this powerful I Corps not being involved in any of the two battles fought that day. Initially planned on joining Ney at Quatre-Bras, it was diverted by

Napoleon to Ligny, and later recalled by Ney, too late to be involved that day.

In hindsight, both very different points of view make sense. Ney wrongly thought being engaged with a major part of the Anglo-Allied army needed this I Corps, and his stubborn decision, although wrong, is respectable. However, without the imperial vision, unable to realize that the decision of the day was to be fought at Ligny, he deprived the Emperor of a major victory at Ligny.

This scenario explores the entry of the I Corps at Quatre-Bras. The reinforcements by the road to Charleroi are as follows, in addition to or instead of those shown in scenario 1 as needed:

1530: d'Erlon, Jacquinet cavalry division (units 40 and 41)

1600: Quiot's division (units 24 to 27 and 42)

1700: Donzelot's division (units 28 to 31)

1800: Marcognet's division (units 32 to 35 and 43)

1830: Durutte's division (units 36 to 39) and the artillery reserve 44.

Ligny

Synopsis

At 0500, June 16th, the battered Prussian I Corps started moving into positions north of the Ligny brook. The French outposts saw this movement and messages went off to Napoleon who had spent the night at Charleroi.

The I Prussian Corps was in position by 1100, but the II and III Corps were still on the road to Sombreffe. II Corps arrived between 1000 and noon, and III Corps between noon and 1400. The II Corps was on the right, I Corps in the center and III Corps on the left. IV Corps would not be involved.

Napoleon reached his III Corps (Vandamme) around 1100. He saw the Prussian outposts (the I Corps), and decided to immediately attack. However, Gerard's IV Corps was not yet up, and the reserve of the Guard was further back. The VI Corps hadn't yet been ordered to move up.

By 1400, the French dispositions had the I and II Cavalry Corps on the right flank, "containing" the Prussian left, with IV Corps in the center and III Corps, reinforced by a division of the II Corps on the left. The Guard and IV Reserve Cavalry Corps were in reserve.

French cannon fire opened the attack. The right flank cavalry moved forward to pin the Prussian III Corps (Thielmann) while the French III Corps moved against St Amand. A bit later the French IV Corps moved against Ligny. Bitter fighting in the streets of the villages moved the lines back and forth.

About 1400 Napoleon sent off a message to Marshal Ney to move against the Prussian right flank. The ADC carrying the message first met the French I Corps on the way to support Marshal Ney, whereupon d'Erlon started moving towards the Ligny combat.

Also about this time, orders were sent to the VI Corps to advance to Fleurus.

At 1700 the Guard was ordered to deploy for attack with the artillery coming into action immediately. At 1800 the Guard was ready to advance into contact when a report arrived at Napoleon's headquarters that an unidentified force of 20,000 men was approaching the rear of the left flank. Vandamme reported that his scouts had identified this force as enemy.

Napoleon held off the Guard attack, detached a brigade of Young Guard to the left and sent staff officers to identify this "enemy" column. At 1830 they returned with the news that it was d'Erlon's Corps and Napoleon put the final touches on the attack against the Prussians. At 1930 the Guard went in. Hard fighting cleared the Prussians from the villages and finally caused the fatigued Prussians to break.

Marshal Blucher led a cavalry charge in an attempt to stem the rout. His horse was hit and collapsed on top of him. French and Prussian cavalry swept back and forth but Blucher was not recognized in the growing darkness. He was mounted on a horse from the 6th Uhlans and led to the rear, much shaken from the experience.

As the Prussian I and II Corps reeled back, the III Corps withdrew north of Sombreffe. Both sides were disorganized and greatly fatigued. Night was falling. Gneisenau, Blucher's Chief of Staff, had no idea what had happened to Blucher, but made a fateful decision. The Prussians would retreat to Wavre.

1- Historical scenario

Length: The game starts at 1300 and ends at the end of the 2130 turn. This scenario therefore lasts 18 turns.

The **Prussian** player sets up first.

The **French** player starts all the turns first.

French set up:

- II Corps 7th Division Girard (units 54 to 57) on the Chaussée Romaine within 4 hexes of the map edge

- III Corps of Vandamme (units 67 to 84) between the town of Fleurus and the stream from St Amand to Wagnee, at a maximum distance of Fleurus of 4 hexes.

- I Cav Corps (units 114 to 118) and II Cav Corps (units 119 to 123), Grouchy, on the large hill south of Ligny, east of Fleurus but not northerly of the Fleurus mill.

- Napoleon and the Gendarmes are on the mill of Fleurus.

French reinforcements

-1300: IV Corps of Gerard (units 85 to 101) entering between the road to Charleroi and the eastern edge of the western map

-1300: IV Cavalry Corps of Milhaud (units 129 to 133) by the road to Charleroi at Fleurus.

- 1330: the Guard (units 01 to 23 except the light cavalry units 16, 17 and 20) by the road to Charleroi to Fleurus.

- 1800: Durutte's division of the I Corps (units 36 to 39 and 44) and Jacquinet cavalry (units 40 and 41) enter by the Chaussée Romaine.

- 1900: VI Corps of Mouton (units 102 to 113) by the road to Charleroi to Fleurus.

Prussian set up:

-Blucher on the mill of Brye

I Prussian Corps

-Steinmetz brigade (units 01 to 04) St Amand, la Haye, le Hameau,

-Henkel brigade (units 13 to 15) at Ligny

-Pirch and Jagow (brigades 2 and 3, units 05 to 07 and 09 to 12) in a square Ligny-Brye-La Haye)

-Unit 08 at Wagnelee

The artillery is spread one unit per brigade, in hexes adjacent to the villages if needed.

Cavalry units 16 to 18 within two hexes of the mill south of Brye.

II Prussian Corps

-Units 24 to 45 on or adjacent to the Namur-Quatre-Bras road between Trois Burettes and Sombreffe.

-II Corps Cavalry (units 37 to 40) between Brye and the Trois Burettes.

The artillery is spread one unit per brigade.

III Prussian Corps

-Units 46 to 61 are spread on the road between Sombreffe and the edge of the map to Namur. All units are on the road.

Prussian reinforcements:

None, although sources vary, it looks like all of Thiemann's III Prussian Corps was already between Sombreffe and the edge of the map between noon and 1300.

Victory:

At the end of the game, the French player adds the following victory points:

- St Amand, La Haye, le Hameau are all French occupied: 1 VP for the four hexes.
- Ligny is totally French occupied : 2 VP
- Sombreffe (but the Chateau), Point du Jour, 3 Burettes: 1 VP each
- Per Prussian demoralized Corps : 1 VP
- Per Prussian Desperate Corps : 1 VP in addition to the previous.

If the total is:

- 1 VP or less : large Prussian victory
- 2 or 3 VP ; small Prussian victory
- 4 to 6 VP : small French victory
- Over 6VP : large French victory

Special rules for this scenario in addition to the rules exposed below

- For this scenario Girard, Durutte and Jacquinet are commanded by Vandamme.
- Demoralization and Desperate levels:

Corps	Steps	Demoralization	Desperate level
Guard	74	None	None
III including II-7	76	38	55
IV	51	26	37

VI	38	19	28
I Cav	12	6	9
II Cav	14	7	11
IV Cav	12	6	11

-To add some balance, players are encouraged to try, and possibly play, the optional rule XVI-6 on morale in towns.

-Prussian army:

Corps	Steps	Demoralization	Desperate level
I	120	60	87
II	117	59	85
III	91	46	62

2- La Victoire en chantant

Length: The game starts at 1500 and ends at the end of the 2130 turn. This scenario therefore lasts 14 turns.

The **Prussian** player set up first.

The **French** player starts all the turns first.

French set up:

- III Corps of Vandamme (units 67 to 84) and II Corps 7th division Girard (units 54 to 57) between Fleurus and the hill west of St Amand, hill included. The III Corps artillery (082 à 084) is in Fleurus.
- IV Corps of Gerard (units 85 to 101) on the hill south of Ligny, adjacent to the road.
- I Cav Corps (units 114 to 118), on the hill south of Ligny, south of the road.
- II Cav Corps (units 119 to 123), on the hill south of Boignée.
- Grouchy, with any unit of the I or II Corps of cavalry.
- Napoleon and the Gendarmes are on the mill of Fleurus.
- The Guard (units 01 to 23 except the light cavalry units 16, 17 and 20), on the hill west of Fleurus.

- IV cavalry Corps of Milhaud (units 129 to 133), on the hill east of Fleurus.

French reinforcements:

- 1800: Durutte's division of the I Corps (units 36 to 39 and 44) and Jacquinet cavalry (units 40 and 41) enter by the Chaussée Romaine.

- 1900: VI Corps of Mouton (units 102 to 113) by the road to Charleroi to Fleurus.

Prussian set up:

Blucher and Ziethen on the mill of Brye

I Prussian Corps

-Steinmetz brigade (I-1) St Amand, la Haye, le Hameau, units 01 to 04.

-Artillery 019 within 1 hex of Saint Amand or la Haye

-Artilleries 020 to 023 on the plateau of Brye.

-Unit 09 at St Amand.

-Unit 08 at Wagnelee

-Henkel (units 13 to 15) at Ligny

-Pirch and Jagow (brigades 2 and 3, units 05 to 07 and 10 to 12) in a square Ligny-Brye-La Haye)

-Cavalry units 16 to 18 entre le Bois du Loup et Sombreffe.

II Prussian Corps

-Units 24 to 36, 41 to 45 and Pirch on or adjacent to the Namur-4 Bras road between 3 Burettes and Sombreffe.

-II Corps cavalry (units 37 to 40) north of the road Nivelles-Sombreffe, adjacent to the infantry of the II Corps.

The artillery is spread one unit per brigade.

III Prussian Corps

-Units 46 to 61: in an area Sombreffe, Tongrinne, Tongrenelle and Bothey.

One infantry unit can be set at Boignée.

Prussian reinforcements:

None

Victory:

At the end of the game, the French player adds the following victory points:

- St Amand, La Haye, le Hameau are all French occupied : 1 VP

- Ligny is totally French occupied : 2 VP

- Sombreffe, Point du Jour, 3 Burettes: 1 VP each

- Per Prussian demoralized Corps : 1 VP

- Per Prussian Desperate Corps : 1 VP in addition to the previous.

If the total is:

- 1 VP or less : large Prussian victory

- 2 or 3 VP ; small Prussian victory

- 4 to 6 VP : small French victory

- Over 6VP : large French victory

Special rules for this scenario in addition to the rules exposed below

- For this scenario Girard, Durutte and Jacquinet are commanded by Vandamme.

- Scenarios 7, 8, 9 and 10 can be played based on the set-up of this scenario.

-To add some balance, players are encouraged to try, and possibly play, the optional rule XVI-6 on morale in towns.

- Demoralization and Desperate levels: Same as scenario 1

- Note: based on records of the battle, the French were singing before the main assault while the Prussians were silent, hence the title of this scenario.

3- Vandamme Attacks

Length: The game starts at 1400 and ends at the end of the 1900 turn. This scenario therefore lasts 11 turns.

The **Prussian** player sets up first.

The **French** player starts all the turns first.

French set up:

- III Corps of Vandamme, the Girard division between Fleurus and the hill west of St Amand, hill included. The III Corps artillery is in Fleurus.

Prussian set up:

-Steinmetz brigade (I-1) St Amand, la Haye, le Hameau, units 01 to 04. Artillery 19 (in or adjacent to the villages).

-Artilleries 021 and 022 on the plateau of Brye.

-Unit 010 at St Amand.

-Unit 08 at Wagnelee

-Ziethen is at Brye.

Reinforcements:

1500: Prussian I Corps 2 brigade, units 05 to 07, artillery 20, at Brye

1630: Prussian II Corps, 5 brigade (units 24 to 27, artillery 41), Cavalry units 37, 38 and artillery 45 are available at 3 Burettes.

1700: French Young Guard, units 11 to 15, at Fleurus.

Victory: If the French control the three villages at the end of the game they win. To control means to be the sole occupant of all hexes or being the last to move through. Otherwise it is a Prussian victory.

An immediate victory can be achieved by the French if they have 8 steps on the plateau of Brye at any time. An immediate victory can be achieved by the Prussians if they have 12 steps on the plateau south of St Amand at any time. If both conditions are met at the same time this is a draw.

Special rules for this scenario in addition to the rules exposed below

-The area of play is limited on the east by a vertical line passing at Brye. No unit can move east of this line.

-Vandamme commands all the French units in this scenario. Ziethen commands all the Prussian units involved in this scenario.

-To add some balance, players are encouraged to try, and possibly play, the optional rule XVI-6 on morale in towns.

-Note: Some units of the Old Guard were committed on that front, but that was very late in the day and out of the scope of the present short scenario.

4- Ligny on Fire

Length: The game starts at 1400 and ends at the end of the 1700 turn. This scenario therefore lasts 7 turns.

The **Prussian** player sets up first.

The **French** player starts all the turns first.

French set up:

- Elements of the IV Corps of Gerard, units 85 to 92, artilleries 99 and 101, at 2 hexes around Ligny, south of the stream.

Prussian set up:

-I Corps, 4th brigade, (units 13 to 15) at Ligny. Artillery 21 in or adjacent to Ligny. Blucher at the Moulin de Bussy.

Reinforcements:

-1500: Prussian I Corps 3rd brigade, units 09 to 12, artillery 22, at Brye

-1500: French Guard battery 22 is available at Fleurus.

Victory: If the French control all the hexes of Ligny at the end of the game they win a major victory. To control means to be the sole occupant of the town. Otherwise the side controlling the higher number of hexes of Ligny at the end of the game wins.

Special rules for this scenario in addition to the rules shown below

-As Ziethen is already engaged at St Amand, Blucher acts as Corps commander and can command all the Prussian units.

-The area of play is limited to the initial deployment of the units, the town of Ligny and an area two hexes wide on each side of the town. Disorganized units are excluded from these limits and can freely retreat.

-To add some balance, players are encouraged to try, and possibly play, the optional rule XVI-6 on morale in towns.

5- Holding Thielmann

Length: The game starts at 1600 and ends at the end of the 2000 turn. This scenario therefore lasts 9 turns.

The **Prussian** player sets up first.

The **French** player starts all the turns first.

French set up:

- Grouchy, the 1 and II Corps of Cavalry (units 114 to 123), the division IV-14 (units

93 to 96, artillery 100), in the loop of the Ruisseau de la Ligne, not adjacent to it.

Prussian set up:

- III-9 (units 46 to 48) at Sombreffe.
- III-10 (units 49 and 50) at Tongrinne
- III-11 (units 51 and 52) and the cavalry (units 56 to 58) of the III Corps between both villages.

The artillery is spread one unit per brigade, in hexes adjacent to the villages if needed.

Reinforcements:

None

Victory: The side controlling Point du Jour wins this scenario.

Special rules for this scenario in addition to the rules exposed below

None

6- The Guard Attacks

Length: The game starts at 1930 and ends at the end of the 2130 turn. This scenario therefore lasts 5 turns.

The **Prussian** player sets up first.

The **French** player starts all the turns first.

French set up:

- Gerard, IV Corps of Gerard, units 85 to 92, artilleries 99 and 101, south of the Ruisseau including the part of the town of Ligny. The eight infantry units have one loss each.
- Drouot, Old and Middle Guard units 01 to 04 and 06, artilleries 22 and 23.
- The heavy Guard cavalry (units 18, 19 and 21) are south of the Ruisseau, on the left of Ligny.
- Milhaud, Milhaud's cuirassiers (units 129 to 133) are south of the Ruisseau, on the right of Ligny.

Prussian set up:

Pirch, II Corps, brigades 6 and 8 (units 28-30 and 34 to 36), artilleries 42 and 44) are in Ligny and the hexes adjacent, north of the Ruisseau.

I Corps cavalry (units 16 to 18) in and around Brye.

Reinforcements:

2100: Blucher, Prussian III Corps 12 brigade, units 53 to 55, at Brye.

Victory: If the French control all Ligny at the end of the game they win. Otherwise it is a Prussian victory.

Special rules for this scenario in addition to the rules exposed below

-To add some balance, players are encouraged to try, and possibly play, the optional rule XVI-6 on morale in towns.

7- Enter the Prussian IV Corps

Major events in war are sometimes linked to futile elements. When the Prussian staff learned about the French crossing the border, Blucher's chief of staff started sending orders to all the Prussian Corps. But as he was junior to Bulow, head of the IV Corps, he could not "order" him to march to Namur, only "suggest", as Blucher was not present (otherwise Blucher would have given a positive order). Thereafter, not understanding the urgency of the order, Bulow took his time and started marching only on the 16th, too late to be present at the battle of Ligny. A simple signature by Blucher would have led to the mighty IV Corps entering the battlefield of Ligny. In case this possibility is to be played, the following units enter during the battle of Ligny:

- 1600- IV Corps cavalry (units 74 to 78) and Bulow
- 1700- 13th brigade (units 62 to 64, artillery 79)
- 1800- 14th brigade (units 65 to 67, artillery 80)
- 1900-15th brigade (units 68 to 70, artillery 81)
- 2000-16th brigade (units 71 to 73, artillery 82) and the artillery reserve 83

8- D'Erlon's outflank

This is a major what if, so plausible that it is a shame not to play it. As Napoleon had decided to outflank the Prussians, a task at first devoted to Ney via Quatre-Bras, he sent an order to d'Erlon to follow the old roman road and outflank the Prussian position. D'Erlon got this order, but the aide de camp forgot to follow up with Ney, who, furious, recalled d'Erlon. If the aide de camp had done his job, d'Erlon enters on the western Ligny map via the old roman road at the following hours:

- 1530: d'Erlon, Jacquinet cavalry division (units 40 and 41)
- 1600: Quiot's division (units 24 to 27 and 42)
- 1700: Donzelot's division (units 28 to 31)
- 1800: Marcognet's division (units 32 to 35 and 43)
- 1830: Durutte's division (units 36 to 39) and the artillery reserve 44.

9- Remembering Mouton

On the 15th, Napoleon left Mouton's VI Corps at Charleroi as he did not know where the first major blow would be, against the Anglo-Allied or the Prussians. For some unclear reason, in the heat of battle, Napoleon simply forgot to call Mouton to Ligny, where he had decided to make his major blow. Mouton eventually arrived at 1900 south of Fleurus, too late to be a part of the major blow on the Prussian center.

Instead of entering as shown in the scenario 1, Mouton enters at 1600 by the road to Charleroi to Fleurus.

10- Solving the traffic jam

Starting with June 15th at dawn, the movements of the French army were a succession of delays, lost messages, misunderstandings, traffic jams, and bad luck. The battle of Ligny started only at 1300 due to

this succession of little events, what Clausewitz calls the friction of war.

If the players decide to give a little more fluidity and luck to the French army, the units enter the battlefield of Ligny as follows:

- 0900: III Corps of Vandamme by the road to Charleroi
- 0900: I Cav and II Cav between the road to Charleroi and the edge of the west map.
- 1000: IV Corps of Gérard between the road to Charleroi and the edge of the west map.
- 1000: Napoléon and the Guard by the road to Charleroi
- 1100: VI Corps of Mouton by the road to Charleroi

Prussian set up:

Blucher and Ziethen on the mill of Brye

I Prussian Corps

-Units 001 to 015 and 019 to 023 in an area south of the roman road and the Quatre-Bras to Namur road, and north of the Ruisseau de Ligny.

-Cavalry units 016 to 018 within 2 hexes of Fleurus.

II Prussian Corps

-5 brigade (units 024 to 027 et 041) on the road, adjacent to Point du Jour.

-6 brigade (units 028 to 030 and 042) on the road, adjacent to Bothey.

Reinforcements:

- II Corps enters the map by the road to Namur as follows:

- 0900: 7 brigade (units 31 to 33 043) + cavalry of the II Corps (037 to 040 et 045)

- 0930: 8 brigade (units 34 to 36 and 044)

- III Corps enters the map by the road to Namur as follows:

- 1100: cavalry (units 56 to 58)

- 1130: 9 brigade (units 46 to 48 and 59)

- 1200: 10 brigade (units 49 and 50)

- 1230: 11 brigade (units 51, 52 and 60)

- 1300: 12 brigade and artillery reserve (units 53 to 55 and 61)

Intermission

June the 17th

Blucher saying he would accept battle if he could have the support of one Prussian Corps. The stage was being set for the next day.

During the night of the 16th-17th, more troops moved to Quatre-Bras, until Wellington had 45,000 men and almost 100 guns. An additional 30,000 were on the way. However, at 0730 AM Wellington learned that the Prussians had been beaten at Ligny and decided he must withdraw. The British and allies started their withdrawal at 1000.

The Prussians had been retreating all night, with the I and II Corps moving to Tilly and the III Corps to Gembloux. Orders were sent to the IV Corps to meet up with the III Corps at Gembloux also. Once these points were reached, all troops were to march to Wavre. Straggling and discouragement caused the desertion of perhaps 10,000 men.

When Napoleon went to bed at 2300 on the 16th, he did not know the result of Ney's combat against the British. He assumed Ney held the cross roads. He learned early on the 17th that Ney did not, and dispatched an order to take it. Napoleon had a leisurely morning but at 1100 once again became active. He ordered Grouchy to follow the Prussians and rode off to meet with Ney.

Arriving about 1400, he was disappointed to hear nothing. The troops were not moving. Ney arrived with d'Erlon. Napoleon, ignoring Ney, told d'Erlon to "pursue the English rearguard vigorously". However, it was not until 1400 that the I Corps could start moving, too late to impact the British. The last of the British, the Guard division, moved off at 1400 also.

As the pursuit started, a violent rainstorm began. Cavalry and horse artillery had a series of skirmishes as the British withdrew, finally coming to the ridge at Mont St Jean. As the French arrived, the British artillery opened, which caused the French to recede out of range. Wellington sent a message to

Waterloo

Synopsis

Napoleon had been observing the British campfires, trying to guess their dispositions from their campfires, dimly seen through the rain. Around 0200, he decided that the British were still in place and returned to his headquarters about 0400. There he learned that Grouchy had sent a message saying that the Prussians were most likely falling back on Wavre, rather than Liege, and that he would follow. Napoleon then retired for a couple of hours sleep.

The rain overnight of the 17th-18th, ended about 0600, but left the ground sodden and difficult to maneuver across.

On rising at 0600, Napoleon had breakfast with Soult, his Chief of Staff, and discussed the British and their capabilities, which Napoleon disparaged. Napoleon had intended to start the battle about 0900, but the ground being too muddy to move artillery about, changed the plan for an attack at 1300. These orders were issued about 0900.

He sent a message to Grouchy ordering him to draw closer to the main body, while pushing any Prussians that were at Wavre. He then held a grand review of the army, an unusual event, and returned to his headquarters about 1100, taking a quick nap.

Wellington had carefully selected the positions of his army, holding the advanced posts of Hougoumont, La Haye Sainte and Ficherfont. He personally deployed each and every battalion and battery. His right was strongly held, since he expected the Prussians to support his left. Skirmishers were in front, artillery dispersed along the line, strong reserves behind the front line and cavalry massed in the center rear. Because he was still concerned for his connection to the ports, he left 17,000 troops at Hal.

Prince Jerome, Napoleon's brother and commander of the 6th division, attacked Hougoumont at 1130, which opened the battle. The battle here would go on most of the day, drawing in reinforcements from both sides, but not really affecting the outcome, other than as a distraction the French did not need.

Napoleon, after his nap, supervised the placement of a Grand Battery on the French right center, which was aimed at the British center. It opened fire at 1300.

The bombardment did not do the damage that was expected of it. The muddy ground absorbed the shot and the placement of most of Wellington's troops on the reverse crest caused a lack of targets. However, those allied troops that were posted in the open took severe casualties.

The main infantry attack was by d'Erlon's Corps, arranged behind the Grand Battery. Ney gave the order and the I Corps divisions advanced through the Grand Battery towards the ridge line. The only target to be seen was allied skirmishers, some batteries and Bijlandt's 1st Dutch-Belgian Brigade of the 2nd Dutch-Belgian Division, (General Perponcher's division that did so well at Quatre-Bras), which had been hard hit by the bombardment.

Quiot's division was on the left and attacked La Haye Sainte. Durutte's was on the right and sent a brigade to the right towards Papelotte. Donzelet and Marcognet attacked straight ahead. The advance was supported on the left by Dubois's cuirassier brigade and on the left by Jacquinet's lancers.

The advance reached the crest and pushed back the Dutch-Belgians. The French could not take La Haye Sainte which was held by the 2nd KGL Light battalion.

At this point the French came into contact with the British, who fired and then opened ranks to allow their supporting cavalry room to charge. The British Household and Union brigades advanced, formed into line and charged. The French were swept back,

loosing 2000 prisoners, and the British cavalry continued its charge into the French Grand Battery, where they sabred the gunners and drivers.

The French cavalry, Jacquinet's lancers on the right and two brigades of cuirassiers behind the left center, counterattacked and routed the British cavalry.

This action, French attack, British cavalry attack and French cavalry counterattack took place between 1330 and 1430, after which there was only skirmishing and a continuation of the bombardment of the Grand Battery once it got itself back into order.

Marshal Ney had ordered another attack on La Haye Sainte about 1530 which also failed. As he observed the Allied lines, he thought he saw British units starting to withdraw, although Wellington was just redeploying his lines. However, Ney thought it was time to punish a retreating enemy and ordered forward the cuirassiers.

For two hours, from 1600 to 1800, masses of French cavalry attacked the British artillery and infantry, who had deployed into square. The gunners would fire until the cavalry were close and then run into the squares for protection. The cavalry could not penetrate the squares and milled around, getting shot out of the saddle and losing horses to the British musketry. The cavalry receded, whereupon the artillery crews would rush back to their guns and give the French parting shots.

Napoleon had learned by 1530 that Grouchy was not able to stop the Prussians. He moved the VI Corps to cover the right rear flank at the Bois de Paris and by 1730 told Ney to take La Haye Sainte at all costs.

The cavalry had taken losses from the infantry garrisons in Hougomont and La Haye Sainte during their attacks. Combats were continued by the French infantry against both these positions. Hougomont never fell but La Haye Sainte was finally captured about 1815. Ney called for reinforcements but they were not forthcoming.

The pressure from the Prussian IV Corps had pushed the French VI Corps back into Plancenoit by 1800. Lobau called for reinforcements and Duhesme's Young Guard division threw the Prussians out of Plancenoit. The Prussians attacked again the pushed back the Young Guard. Two battalions of the Old Guard then attacked and threw out the Prussians once again. This stabilized the battle around Plancenoit about 2030, but in the meantime the Prussian I and II Corps were arriving and deploying.

Napoleon needed to break the British before the Prussians could commit all their troops and cut his line of communication to France. It was time for the Guard to attack and finally end the British stand.

At 1930, five battalions of the Middle Guard and 3 battalions of the Old Guard advanced in two lines against the British, with 1 battalion of Middle Guard and 2 battalions of Old Guard in reserve. The Guard, who had never been beaten, was fired on by British artillery and musketry. The Guard returned fire though the smoke and slowly moved forward, 3 battalions of Chasseurs on the left and 2 battalions of Grenadiers on the right of the first line. The second line was made up of the 3 Old Guard battalions.

At this point, the British Guards, whom Wellington had lying down in four ranks, are given the order to stand up and fire. They were exactly opposite the middle two Guard Chasseur battalions, only a short distance away. Surprise was complete and the volleys devastating. The French Guard battalions began to fall back.

The 1/52nd British light infantry wheeled the right flank forward, placing the battalion against the flank of the French Guard 4th Chasseurs, causing them to rout when fired upon.

The two Guard battalions to the right of the Chasseurs, the 1/3rd Grenadiers and 4th Grenadiers, had moved forward in conjunction with remnants of Donzelot's troops, sent forward by Ney. Donzelot was

repulsed, while the Guard battalions caused some tired British to retire. Attacked by the allied guns and additional allied infantry, these two battalions start streaming to the rear. The whole of the Guard is routing or retreating before 2000.

The second line of Old Guard battalions were unable to stop the rout. Wellington, seeing the repulse of the Guard, signaled his line to advance. The French, shocked by the repulse of the Guard, disintegrated and streamed to the rear.

Ultimately Wellington and Blucher met about 2100 at La Belle Alliance, Napoleon's headquarters during the battle, with Blucher taking over the pursuit and letting the battered British and their allies finally rest and recover.

1- Historical Scenario

Length: The game starts at 1100 and ends at the end of the 2130 turn. This scenario therefore lasts 22 turns.

The **Anglo-Allied** player sets up first.

The **French** player starts all the turns first.

French set up:

The map attached can be used to help the set up in case indications are unclear. The leaders are not indicated on the map. Empty circles are used for the Guard and the VI Corps unless otherwise indicated.

- Rossomme: Napoleon and Ney as well as the Gendarmes

- At Belle Alliance and the adjacent hexes, and on the hill leading to Papelotte, this village excluded, the I Corps.

- On and adjacent to the trail Between Rossomme and Braine l'Alleud, but not adjacent to Hougomont or its wood, up to the crossing with the road to Nivelles, the II Corps (minus the 7 division). The following units have one loss per unit: 45, 46, 47, 49, 51, 52, 53, 59 to 62. The unit 48 has two losses.

- Within two hexes of the main road between Belle Alliance and Rossomme, but not north

of la Belle Alliance: the Guard and the VI Corps.

- South of the I Corps: the IV Cavalry Corps and the light cavalry of the Guard, as well as the artillery 20.

- South of the II Corps, the III Cavalry Corps and the heavy cavalry of the Guard as well as the artillery 21. Unit 124 has one loss.

- Adjacent to any unit of the VI Corps: the Domon and Subervie divisions (units 116, 117, 80, 81). These two cavalry divisions are attached to the VI Corps for all the battle.

Allied set up:

The map attached can be used to help the set up in case indications are unclear. The leaders are not indicated on the map.

Set up format: location, unit numbers, Corps and division, brigade.

- Hougomont: Unit 03 (I-1, Cooke, Byng)

- Wood south of Hougomont: Unit 15A (I-2N, Perponcher, Saxe Nassau)

- 5 hexes north of Hougomont on the chemin of Ohain: Units 04 (I-1, Cooke, Byng), 01 and 02 (I-1, Cooke, Maitland), unit 05 (artillery 1). Unit 01 has one loss.

- On the chemin of Ohain, between both roads leading to Brussels: Units 06 to 12 except 08 (I-3, Alten, brigades C Halkett, Ompteda, Kielmansegge, artillery unit 012). Unit 07 has one loss.

- La Haye Sainte: Unit 08 (I-3, Alten, Ompteda)

- Papelotte and Fichermont, units 15B and 16, one each, with one loss each (I-2N, Perponcher, Saxe Nassau and Saxe Orange).

- On the *chemin d'Ohain*, within two hexes east of the road to Charleroi, units 13 and 14 (I-2N, Perponcher, Bijland). Both units have one loss. Artillery unit 17.

- Braine l'Alleud; Units 18 to 22 (I-3N, Chasse, brigades Detmers and d'Aubreme)

- Between Merbe Braine and Mont St Jean: Hill, Units 23 to 28 (II-2, Clinton, brigades Adam, du Plat, W Halkett).

- North of this position; Units 56 to 61 (Brunswick contingent). Units 56 to 58 have one loss each.
- On the chemin of Ohain, between the crossroad of the road to Brussels from Nivelles and Braine l'Alleud, units 29, 30 (II-4 Colville, brigade Mitchell).
- On the chemin of Ohain and one hex north of it, east of la Haye Sainte but west of Papelotte, units 43 to 49, 52 and 53 (R-5 Picton, brigades Kempt, Pack, Vincke and Best). Units 43 to 46 have one loss each. Artillery 049.
- At Waterloo, units 50 and 51 (R-6 Cole, brigade Lambert).
- At Mont St Jean: Wellington, Orange and Uxbridge. The artillery units 54, 55, 79, 80 and 81, the Congreve rockets.
- In a triangle Mont St Jean-Chemin d'Ohain and the two main roads: units 62 to 64 (R-Kruse), units 65 and 66 (Cav-Somerset), units 82 to 84 (Cav-de Collaert Dutch cavalry). These units are indicated as "Res" on the map.
- East of the road from Brussels to Charleroi, Between Mont St Jean and La Haye Sainte, units 67 and 68 (Cav-Ponsonby).
- On the chemin d'Ohain, east of the last unit of Picton; units 71, 72, 75, 76 (Cav-Vivian and Vandeleur).
- In an area formed by Merbe Braine, the chemin d'Ohain and Braine l'Alleud, units 73, 74, 77, 69 and 70 (Cav-Grant, Arentschildt and Dornberg). These units are indicated as "cav" on the map.

Reinforcements: (unit number followed by number of steps lost. If no number, full strength)

1300: St Lambert: Blucher, Bulow, the cavalry 74 (2), 75, 76 (1), 77 and 78, artillery 83

1330: St Lambert: 15 brigade, units 68, 69 and 70, artillery 79

1400: St Lambert: 16 brigade, units 71, 72, 73, artillery 80

1500: St Lambert: 13 brigade, units 62, 63, 64, artillery 81

1600: St Lambert: 14 brigade, units 65 (2), 66 (2), 67, artillery 82

1800: Road to Ohain, Ziethen, units 16 (1), 17(2)

1830: Road to Ohain, units 1 (3), 2 (3), 4, 20.

1830: St Lambert, Pirch, units 39, 24(3), 25(3), 26(3), 27, 41

1930: St Lambert: units 28(3), 29(3), 30(3), 33(2), 42.

All the other units from Pirch and Ziethen's Corps arrived too late to join the battle.

Victory:

At the end of the game, both players add the following victory points:

- Plancenoit, la Haye Sainte, Hougomont, Braine l'Alleud (all 4 hexes), Waterloo (all 3 hexes): 1 VP each
- Papelotte and Ficherfont controlled: 1 VP.
- The entry hex of the road to Brussels: 3 VP
- 1 VP per Anglo-Allied demoralized Corps (first threshold)
- 1 VP per Anglo-Allied Desperate Corps (first of the two numbers, in addition to the VP above for being demoralized).

French player only:

- 1 VP per demoralized Anglo-Allied corps
- 2 VP per Desperate Anglo-Allied corps (not in addition to the previous VP for demoralization)
- 1 VP per Prussian demoralized corps
- 2 VP per Desperate Prussian corps (not in addition to the previous VP for demoralization)

Anglo-Allied player only:

- 1 VP per demoralized French infantry corps
- 2 VP per Desperate French infantry corps (not in addition to the previous VP for demoralization)

In case the totals are equal, the side controlling the entry hex of the road to Brussels wins. A difference of 1-4 VPs is a

minor victory, a difference over 5 VPs is a major victory.

Special rules for this scenario in addition to the rules exposed below

- The initial set up partly counteracts special rule 9 on the cohesion of Anglo-Allied brigades. However, when any of these units move, they have to comply with this rule the best they can. They are not required to move.
- Hougoumont was a very strong position also much bigger than the regular fortified farms. In addition to the effects described above, a result in melee calling for disorganization only results in the defender to lose a step, it is not disorganized.
- The Prussians used soaked and difficult trails to get to the battlefield. Each unit entering spends one MP to enter, the following spends 2 MP to enter, and so on. No unit can enter stacked with another unit.
- As a reminder, Orange is only a corps commander in this battle, not an army commander.
- For this battle, Chassé's division (units 18 to 22) is attached to Hill's II corps and the Dutch cavalry (units 82 to 84) to the Cavalry corps.
- Demoralization and Desperate levels for this battle are:

- French:

Corps	Steps	Demoralization	Desperate level
Guard	74	None	None
I	69	35	50
II	74	37	54
VI+ cav	37	19	27
III Cav	15	8	13
IV Cav	12	6	11

-Anglo-Allied army:

Corps	Steps	Demoralization	Desperate level
I	70	35	44-57

II including Chasse	56	28	36-46
Reserve	83	42	53-68
Cavalry including the Dutch cav.	52	26	44-56

-Prussian army:

Corps	Steps	Demoralization	Desperate level
I	27	14	20
II	65	33	47
IV	114	57	78

Of note, the French II Corps starts with 11 losses, the French IIIcav Corps starts with one loss, the Prussian I Corps with 9 losses, and the Prussian II Corps with 20 losses. These losses are to be taken into account in the demoralization levels.

Optional Guard activation

Napoléon started this battle with a limited intelligence of where the Prussians were. He therefore kept a lot of reserves (VI Corps and the Guard) that he used in various ways once he had evidence that the Prussians were coming. On the other hand, the players know exactly where and when they will come, and may therefore chose to massively engage their reserves to make the decision before their flank is really in danger. To reflect a more historical lack of information, the Old Guard infantry (units 01 to 04 and 06 to 09) can not move before a Prussian unit reaches a vertical line passing at Ohain. The rest of the Guard and the VI Corps are free to move from the beginning.

2- D'Erlon's attack

Length: The game starts at 13:30 and ends at the end of the 16:30 turn. This scenario therefore lasts 9 turns.

The **Anglo-Allied** player sets up first.
The **French** player starts all the turns first.

French set up:

- I Corps, as described in the scenario 1.
- Artilleries 22, 23, 42, 43 and 44 are deployed on the hill between both positions.
- Cuirassiers unit 129 on the road four hexes south of La Haye Sainte.

Allied set up:

- Per scenario 1, everything east of the road to Brussels, the Ompteda brigade and the Somerset brigade with Uxbridge.

Reinforcements:

- 1430: the rest of the 4 Cav corps (units 130 to 132) as in scenario 1.

Victory:

The French win by holding the Chemin d’Ohain from north of la Haye Sainte to its bifurcation to Papelotte.

Special rules for this scenario in addition to the rules exposed below

None

Aftermath:

D’Erlon’s attack was repelled and pushed back with great losses by the British elite cavalry. Later that day, part of his corps could take La Haie Sainte and Papelotte but the whole corps took a lot of losses during this first major attack.

3- Hougoumont

Length: The game starts at 1130 and ends at the end of the 1930 turn. This scenario therefore lasts 16 turns.

The **Anglo-Allied** player sets up first.
The **French** player starts all the turns first.

French set up:

- II Corps, 6 division (units 49 to 53 and 65) on the hill south of Hougoumont.

Allied set up:

- Byng’s first half brigade (unit 03), in the Chateau.
- Wood south of Hougoumont: Unit 15A (I-2N, Perponcher, Saxe Nassau)

Reinforcements:

French:

1400: 9th division (units 58 to 61, artillery 66) on the hill south of Hougoumont.

Anglo-Allied:

1230: Second half of Byng’s brigade (unit 04), 2 hexes north of the Chateau

1500: Brunswick unit 56

Victory:

The side holding the chateau at the end obviously wins this scenario.

Special rules for this scenario in addition to the rules exposed below

- Hougoumont was a very strong position also much bigger than the regular fortified farms. In addition to the effects described above, a result in melee calling for disorganization only results in the defender to lose a step, it is not disorganized.

Aftermath:

The fight slowly escalated during the day and eventually sucked in two full French divisions. A simple diversion deprived the French of two of their best divisions, for no result. The chateau was never taken.

Note:

The historical deployment with light companies and the British committing small units is impossible to simulate at this scale. A unit from the Perponcher division simulates the presence of 800 men from the 2nd Nassau regiment from the Saxe-Weimar brigade.

4- Cavalry madness

Length: The game starts at 1600 and ends at the end of the 1830 turn. This scenario therefore lasts 7 turns.

The **Anglo-Allied** player sets up first.
The **French** player starts all the turns first.

French set up:

- Ney, Milhau’s cavalry IV Cav Corps (units 129 to 133) and the light Guard Cavalry (units 16, 17, 20) are between Hougoumont and the Belle Alliance.

Allied set up:

- Everything between the road from Charleroi to Brussels and Braine l'Alleud, except Ompteda, Byng, Somerset and the units 56 and 62. But that includes three of the units of the artillery reserve. Chasse's division can be positioned between Merbe Braine and the road.

Reinforcements:

French:

1700: Kellermann's III Cav Corps (units 124 to 128) and the Guard Heavy Cavalry (units 18, 19, 21).

Victory:

The French must hold all the hexes of the Chemin d'Ohain between both roads to Brussels at the end of the game.

Special rules for this scenario in addition to the rules exposed below

None

Aftermath:

The failure of the repeated charges led by Ney is well known. No support from infantry already committed at Hougoumont or by enough guns to break the squares, the magnificent French heavy cavalry not only did not achieve anything, but was also wasted before the Prussians were heavily committed.

5- Holding the Prussians

Length: The game starts at 1600 and ends at the end of the 2130 turn. This scenario therefore lasts 12 turns.

The **French** player sets up first.

The **French** player starts all the turns first.

French set up:

- Elements of the VI Corps of Mouton (units 102 to 108, 112 and 113) and the cavalry divisions Domon and Subervie (units 116, 117, 80, 81), on a line between Fichermont (excluded) and Maransart, but north of the Ruisseau de Lasne.

Prussian set up:

- Brigades 15 and 16 of the IV Corps (units 68 to 73, artilleries 80 and 81), Bulow, Blucher,

between the French position and the Bois de Paris.

- Cavalry of the IV Corps (units 74 to 78) in the trails of the Bois de Paris.

-13 brigade (units 62 to 64, artillery 79) between the Bois de Paris and la Chapelle St Lambert.

Reinforcements:

French:

1800: Young Guard division (units 11 to 14) at Rossomme and adjacent hexes

1900: unit 02 at Rossomme.

Prussian: follow the reinforcement schedule from the historical scenario for the IV Corps and the II Corps. The I Corps is north of this position and is not involved.

Victory:

The side totally holding the town of Plancenoit at the end wins this scenario. Any other result is a draw.

Special rules for this scenario in addition to the rules exposed below

None

Aftermath:

The VI Corps of Mouton, more and more outnumbered, slowly withdrew to Plancenoit. The Young Guard, and some battalions of the Old Guard reinforced him and the town held almost to the end of the battle.

6- The Guard dies

Length: The game starts at 1900 and ends at the end of the 2130 turn. This scenario therefore lasts 6 turns.

The **Anglo-Allied** player sets up first.

The **French** player starts all the turns first.

French set up:

- Donzelot's division (units 28 to 31) with one loss per unit is at la Haye Sainte and the adjacent hexes.

- Bachelu's division (units 45 to 48) with 2 losses per unit is adjacent to the wood of Hougoumont.

- The Old Guard units 03 to 10 and the artillery reserve 22 and 23 are deployed between Hougomont and la Belle Alliance.

Allied set up:

- Adam, Maitland and C Halkett brigades (units 01, 02, 22, 23, 06 and 07) are on the chemin of Ohain between both roads.

- Chasse division (units 18 to 22), Vandeleur, Vivian and Arenschildt brigades (units 71, 72, 75 to 77) are in second line.

- 3 artillery units from the reserve are attached to the first line.

Reinforcements:

None

Victory:

The French must hold all the hexes of the Chemin d'Ohain between both roads to Brussels at the end of the game.

Special rules for this scenario in addition to the rules exposed below

Hougomont is still held, no side can penetrate in the woods or the chateau for this scenario.

Aftermath:

This is part of the Legend. The Old Guard, fired upon at short range from three sides, eventually retreated, an unusual event that triggered the retreat of all the army.

7- No strawberries for Grouchy

Probably the best known “what if” of all times, the arrival of the pursuit force under Grouchy on the Waterloo battlefield has made generations of Napoleon’s worshipers cry. A careful examination of Napoléon’s behaviour after the battle of Ligny, his unclear orders to Grouchy, some lost or late messages, misunderstandings from Grouchy to follow the spirit of the order instead of the order itself, shows that the force under Grouchy could have been much more effective, either by eventually joining the main army at Waterloo, or at least by delaying a substantial part of the Prussian army. All these are analysed in the section below under the Battle of Wavre in five major what ifs.

8- Prince Frederic

Wellington spent this campaign obsessed by the idea of Napoléon moving on his right flank to cut his road to his supplies to the ports of Antwerp and Ghent. Even on the morning of Waterloo, he set up a large part of his army on his right up to Braine-l’Alleud, and left at Hal, 10 km away, a substantial force of 17,000 men under Orange’s younger brother, Prince Frederic.

If the players decide to balance the battle, they can add the units 31 to 41, including the whole 1st Netherland Division, the Indian brigade, and two brigades from Hill’s corps. They can probably leave the useless Hanoverian cavalry under Estorff to watch the road to Brussels at Hal. The only cavalry regiment from that unit present at Waterloo, the Hussards of Cumberland, actually refused to charge and ran away.

The additional units are set within the area of deployment of the historical battle of Waterloo, and Prince Frederic is added as a leader. Although not in charge of an official corps he can add his bonus to any Dutch unit.

9- No rain today

Among the many parameters that eventually influenced that battle, the weather is an important one. Heavy rain actually fell during the night and the morning of the 18th, transforming trails into rivers of mud. Instead of starting the battle that should end the campaign, Napoléon had to wait up to 1100 for the ground to dry enough to maneuver the guns.

If the players want to give a serious advantage to the French, the battle can start at 0600 instead of 1100. On the other hand, with less mud, the Prussians could have marched a little faster, and all their reinforcements enter on the map one hour earlier than the schedule. The set ups are the same than in the historical scenario for simplicity, except that the Lambert brigade cannot move before 1000.

10- Rethinking the pursuit force

On the evening of Ligny, Napoléon decided to leave there the Girard division (II Corps, units 54 to 57) because of its losses. He also decided to add the Teste division (VI Corps, units 109 to 111) to Grouchy's force.

To give a minor advantage to the French, the players can decide to add these units to their respective corps (Girard with 4 losses, one per unit). This would give more punch to the II Corps and to hold the Prussians.

11- Shuffling the Allied Army

If both players agree, the Duke can freely set up his army as long as all units are deployed in a hex where any unit was deployed historically. These hexes are all marked hexes on the map attached. Players are free not to attach Chassé's division to the II Corps and the Netherland division to the cavalry

Wavre

Synopsis

Napoleon had given Grouchy the III and IV Corps and the I and II Cavalry Corps. Assuming the Prussians were retreating along their line of communication towards Liege, Grouchy did not discover the actual direction of the retreat of the mass of the Prussians until 2200 at night when he had only reached Gembloux.

By late evening on the 17th, the bulk of the Prussians had reached Wavre. Early on the 18th, Blucher, who had recovered from his earlier unhorsing, sent a message to Wellington that he was coming with his whole army, and issued orders for the Prussian army to march to Wellington's assistance. The IV Corps took the lead, with the I and II Corps behind, in a massive traffic jam. The roads were wet and the troops still disorganized from their defeat the day before and the subsequent retreat.

Blucher pushed his troops hard, leaving the III Corps at Wavre, north of the Dyle, to deal with the following French, who had finally made contact at 0930. By this time, the Prussians were nearer to Wellington than was Grouchy.

The French pursuit was not pressed hard. Contact had been made by the II Cavalry Corps, and upon questioning prisoners captured in the skirmishing, Exelmans sent the information to Grouchy about 1030 that the Prussian army was marching to support Wellington.

Grouchy set down to lunch about 1100 and the sound of guns was heard about 1130. Gerard urged Grouchy to march to the sound of the guns, but Grouchy was adamant that he was following orders and continued lunch. Exelmans courier arrived at 1230 (taking 2 hours to cover 6 miles) and the news finally electrified the French.

Grouchy ordered an attack across the Dyle, against the Prussian III Corps. The Prussian outposts south of the Dyle were quickly pushed back, but the fighting got tougher as the French reached the river. The Prussians held the heights on the north side of the river, and the French could not take the town.

At 1700, Grouchy received Napoleon's message to march immediately to Waterloo. Grouchy tried one more time to take Wavre, and failing that moved with the IV Corps towards the west. The French I Cavalry Corps took the village of Limalès, where there was a crossing to the north of the Dyle. A counterattack by some Prussian III Corps troops failed to retake the village, but by then it was late and the fighting tapered off all along the Dyle. Grouchy had failed to contain the Prussians, who were at this time fatally intervening against Napoleon's right flank.

1- Historical Scenario

Length: The game starts at 1500 and ends at the end of the 2130 turn. This scenario therefore lasts 14 turns.

The **Prussian** player sets up first.

The **French** player starts all the turns first.

French set up:

Grouchy, Vandamme, the III Corps (units 67 to 84) minus its cavalry division (units 80 and 81), on the road to Namur up to 2 hexes of the suburb of Wavre, one unit per hex. Vandamme units have 6 losses to spread among the units.

French Reinforcements:

1530: Exelmans cavalry with 2 losses (units 119 to 123) by the road to Namur.

1630: Gerard's corps (85 to 101) by the road to Namur. 7 losses are to be spread among the units

1730: Pajol's (with one loss) units 114, 115 and 118, and Teste division (units 109 to 111)

by the road to Namur. Pajol commands the Teste division.

Prussian set up:

- At Limale: Units 14 with 2 losses, artillery unit 19. These units from the Prussian I Corps are commanded by Thielmann.

- At Bierges, the 6 adjacent hexes, and both hexes of the bridge including the mill: Units 53, 54 and 55 and artillery 59

- Wavre including the suburb east of the Dyle: Units 49 and 50, Thielmann.

- Between Wavre and the exit to Brussels, on the road: units 51 and 52, artillery 60, cavalry units 56, 57, 58, artillery 61.

- Bas Wavre: unit 47

Note: the rest of the 9th Brigade took the road to Brussels and did not take part in this battle.

Victory:

The French win a minor victory by doing two of the following:

1- Exiting one infantry corps and one cavalry division (either units 97 and 98, 114 and 115, 119 and 120, or 121 and 122) by either road to la Chapelle St Lambert by the end of the game.

2- Demoralizing the III Prussian Corps. This corps starts with 85 steps (including the unit of the I corps attached to it). It reaches its demoralization level at 43 losses and its Desperate level at 58.

3- Taking control of the city of Wavre and exiting any unit by the road of Brussels.

The French win a major victory by filing the three conditions. Filing one condition is a minor Prussian victory. Filing no condition is a major Prussian victory.

Special rules for this scenario in addition to the rules exposed below

- The bridges at Bas Wavre and Limelette are damaged. See the special rules on how to repair them.

- Morale is evaluated by Corps for the French, as a whole for the Prussians. Demoralization and Desperate levels for this battle are:

- French:

Corps	Steps	Demoralization	Desperate level
III	58	29	41
IV	51	26	37
ICav + Teste	16	8	12
II Cav	14	7	10

-Prussian army:

Corps	Steps	Demoralization	Desperate level
III + elements of I	85	43	58

Of note, demoralization levels do not include losses taken in Ligny (16 for the French), they must be counted when determining if an army is demoralized.

2- The road to Waterloo: Grouchy's decision gate #1

These three following scenarios are to be played at the same time as the Waterloo battle, as they have major repercussions. They explore the various times during the day where Grouchy could have decided to march to join the main army.

As brilliantly described by Thiers in his "Histoire du Consulat et de l'Empire", Grouchy had several times during the day occasion to decide to march on Waterloo. In hindsight, based on the outcome of the campaign, of course he should have marched. But the debate around his orders, his information and his judgment will never be over. The consequences of a decision to march are explored here.

Turning point 1: in this best case scenario, Grouchy decides at 1130, when he hears the

sound of the guns starting the battle at Waterloo, to march with his whole army. As he is still south of the Wavre map, there are several routes and trails leading to Mont St Guibert, Moustiers and Ottignies, toward Maransart. In this case, there is no battle at Wavre, and the following units enter on the Waterloo map by the trail south-east of Maransart at the following times:

- 1500: Exelmans cavalry with 2 losses (units 119 to 123)
- 1600: Grouchy, Vandamme, the III Corps (units 67 to 84) minus its cavalry division (units 80 and 81). Vandamme units have 6 losses to spread among the units.
- 1700: Pajol's (with one loss) units 114, 115 and 118, and Teste division (units 109 to 111)
- 1800: Gerard's corps (85 to 101). 7 losses are to be spread among the units

As this frees Thiemann's corps, the later can also march on Waterloo, and enter by the road to Ohain as follows:

- 1700: Thielmann, the cavalry (units 56 to 58)
- 1800: 9 Brigade (units 46 to 48 and 59)
- 1900: 10 Brigade (units 49 and 50)
- 2000: 11 Brigade (units 51, 52 and 60)
- 2030: 12 Brigade and artillery reserve (units 53 to 55 and 61)

3- The road to Waterloo: Grouchy's decision gate #2

Turning point 2 could have occurred just before entering the map, around 1400. The game starts at that time, with the Prussians already set up as in scenario 1.

Grouchy, Vandamme and the III Corps as described enter the map by the road to Namur at 1400, and the reinforcements follow the schedule of scenario 1. But this time, the only victory condition is #1: Exiting one infantry corps (or four infantry divisions of different corps) and one cavalry division by either road

to la Chapelle St Lambert by the end of the game.

The French win by achieving this condition. Otherwise the Prussian wins.

Units exiting by the trail to La Chapelle St Lambert may enter the Waterloo battlefield 2 hours (for cavalry) or 3 hours (for infantry/artillery) by the trail on the eastern edge south of La Chapelle St Lambert to avoid any conflict with Prussian reinforcements (these conflicts would be out of the scope of this game, in an area not covered by any map, although interesting to simulate one day...)

4- The road to Waterloo: Grouchy's decision #3

Turning Point 3: At 1700 Grouchy finally received a message from Napoléon with a positive order to march. That was much too late to have an impact on Waterloo, but we can explore the consequences on the battle at Wavre.

At 1700, Vandamme is deployed on front of Wavre, Exelmans is in front of Basse-Wavre, Gerard is half way between the road to Namur and Limale, and Pajol and Teste are still to enter the board. The Prussian set up is identical to the historical scenario, as at that time Thielmann still does not know where the main attack will be.

The victory condition is the same as in scenario 3: Exiting one infantry corps (or four infantry divisions of different corps) and one cavalry division by the road to la Chapelle St Lambert by the end of the game.

The French win by achieving this condition. Otherwise the Prussian wins.

5- Closing the distance

The "pursuit" after Ligny had not been a model of activity, far from it, even from veterans like Exelmans and Pajol, excellent cavalry generals. Even Grouchy was an

experienced cavalry commander, and one wonders why the pursuit has not been more active.

In this scenario, the French enter the map en masse before the Prussians can freely move to Waterloo. In fact, the IV Corps of Bulow, first to pass the Dyle and join the fight, had a long way to go and start the game on the east of the Dyle. On the other hand, the damaged I and II Corps start already on the west bank and not much could have been done to stop them.

The set up is as follows:

- III Prussian Corps: as in scenario 1
- IV Prussian Corps: on the road between Wavre and the map edge to Namur, east of the Dyle, at least one unit per hex. Bulow and Blucher are stacked with any unit.
- The I and II Corps can be omitted in this scenario; they leave the game on their way to Waterloo.
- The game starts at 0600 and ends when all the units of the IV Prussian corps are either destroyed or have left the map.
- Pajol cavalry and artillery (not Teste infantry) is set up at Limelette, as well as Grouchy. The bridge is not damaged.
- Vandame and Teste enter by the trail of the south map east of the Dyle at 0600
- Exelmans enters by the trail south of the road of Namur at 0600.
- Gérard enters by the trail south of the road of Namur at 0630.

The goal is for the French to make as many losses to the Prussian IV Corps as possible.

When the last unit of the IV Corps exits the map by the roads to Chapelle St Lambert (only), then we compare the number of losses with the number of steps that exited the map in good order. The higher number wins the game.

6- Crossing the Dyle

This time the point is not to join the Waterloo battle, but to get rid of Thielmann's III Corps. As previously said there are more bridges

south of the position, and Grouchy could have marched on a more western road. In this scenario the Prussians are still expecting him on the east of the Dyle, but the corps of Exelmans, Pajol and Teste enter the map by the south edge when the game begins.

Vandamme enters at 1600 and Gérard enters at 1630.

To win, the French must force the III Prussian Corps to reach its Desperate level of 58 losses by the end of the game.

Combining Games

Warning: we provide below a set of rules to link the various games, but it is difficult to foresee all the possible situations; we tried to cover most of the issues, but playing the games together will sometimes require flexibility and acting in good faith with good logic.

1- Combining Quatre-Bras and Ligny on June 16th

The maps can be set for the main road from Nivelles to Namur to be continuous. Units may freely travel from one map to the other. Ligny starts at 1300; units at Quatre-Bras are set up but cannot move before the 1400 turn.

Follow both reinforcement schedules.

However, if players agree this is the perfect place to explore a more active role played by d'Erlon's I Corps. The French staff decides before the battle of what to do with it. If the French want d'Erlon at Ligny, then it enters by the Chaussée Romaine as indicated in Ligny-Scenario 7. If they want him at Quatre-Bras, they enter according to Quatre-Bras-Scenario 5.

If the Anglo-Prussian players feel that the French staff is undecided (be fair!), then they can force the French to use the historical schedule instead, as described in both Ligny-scenario 1 and Quatre-Bras-scenario 1.

2- Combining Quatre-Bras and Ligny on June 17th

Of course both battles could have turned out differently. Had Napoléon been checked at Ligny, the battle may have resumed on both sides the next day. Apply the following reinforcements.

Reinforcements

- French at Quatre-Bras: South-east corner of the map, starting at 1900 on the 16th, one division an hour: d'Erlon's I Corps.

- Prussians at Ligny: If the Prussian army is still at Ligny on the morning of the 17th, then the IV Prussian Corps of Bulow is rerouted there coming from Gembloux. It enters by the road to Wavre starting at 0800, one brigade an hour.

- Anglo-Allied

16th end of the day by the road from Brussels:

- 1900 Vivian
- 2000 Vandeleur
- 2030: Somerset
- 2100: Ponsonby
- 2130: artilleries 79 to 81

On the 17th by the road from Brussels:

- 0100 Ompteda
- 0400: Artillery reserve 54 and 55:
- 0500: Vincke
- 0600: Kruse
- 0630: Grant
- 0700: Arenschild
- 0730: Dornberg

By the road to Nivelles:

- 0800 to 0800: Chasse
- 0930: Trip and Ghigny

3- Combining Waterloo and Wavre on June 18th

There are several ways to combine both battles. Playing the historical conditions leads to a minimum interaction between both battlefields because if nothing happens at Wavre before 1500, it is too late to have an impact on Waterloo. If players chose the historical conditions, then the battle starts at Waterloo at 1100, nothing happens at Wavre before 1500, and then both battles are played in parallel.

If both teams agree on having more interactions, then Waterloo is played with the historical conditions while Wavre is played using either scenario 3 or 5 (this time, Wavre

starts first, then Waterloo starts at 1100), or even 6. Of note, playing Wavre scenario 2 is in itself a game combination, but as Grouchy marches on Waterloo nothing happens on the Wavre battlefield.

General conditions for travelling from Wavre to Waterloo

Units can travel from Wavre to Waterloo. Both paths (to Ohain in the north and to la Chapelle St Lambert to the south) are two hours away for cavalry, and three hours away for infantry and artillery, as it had rained a lot and the trails became very muddy.

4- Combining Waterloo and Wavre on June 17th

An earlier and clearer victory at Ligny (involving d'Erlon for example) followed by a frank pursuit may have lead to a different situation on the 17th. It is likely that the Duke would not have waited to withdraw to Waterloo, and that the Prussian did not have so much time to recover. Apply the following modifications to the initial set up at Waterloo and Wavre:

Waterloo area:

- The game starts at 1000. The Anglo-Allied (minus the Lambert brigade and the II Corps) is deployed in its historical area. Chassé's division enters the board at that time by the road to Nivelles. Hill's II Corps enters by the road to Hall. No French units are on the map. The following enter by the road to Charleroi:
 - 1000: the French II Corps (with the losses of the historical Waterloo scenario).
 - 1100: the French I Corps (with 8 losses to be spread among the infantry units).
 - 1200: The French III and IV Cavalry Corps.
 - 1300: The Imperial Guard
 - 1400: Mouton's VI Corps.

Wavre area:

- I and II Prussian Corps start in the Bierges and Wavre areas, respectively. Every infantry

unit start with 3 losses (units smaller than 3 steps are eliminated), and all the units are disordered.

- III Prussian Corps, with 7 losses to be spread (the corps covered the aggressive pursuit and took losses) is east of the Dyle, on the road from Wavre to the “to Namur” hex.

- IV Prussian Corps just enters the map, by the road to Namur, starting at 1000, the cavalry units first, then one infantry brigade per hour.

French set up: no unit starts on the map. The III Corps and Exelmans units enters by the south edge, east of the Dyle, at 1000

The IV Corps, Pajol and Teste enter at the same time, but west of the Dyle. The goal is to damage and slow down the Prussians the best they can.

The Prussians can exit units IN GOOD ORDER by the road to Ohain and la Chapelle St Lambert per the rules scenario 3 above.

Victory or defeat is decided at Waterloo, but the Prussians can still have their part to play.

5- The campaign game. June 16th to 18th.

The campaign game starts on both the Quatre-Bras and the Ligny battlefields. The rest will largely depend on how the events unfold. If the double battle is undecided at the end of the 16th, the Allied player may decide to stay. Then implement the reinforcements as described in combination 2 above and keep playing on the 17th on these battlefields.

If they choose to retreat on their second position (Wavre and Waterloo), they can either use the night or not. Apply the movements as described in the night and rain turns below if they choose so.

If they do not use the night, the moves and combat are solved normally while the armies retreat. Units that exit the map are of course not lost, they reappear 2 to 6 hours later (depending on their type, the battlefield and their roads or trails) on the other battlefield.

The French can of course follow them and enter on the other battlefield accordingly.

As it is impossible to simulate what happens outside of the maps, the players are to rely on good faith and good sense to solve this. No combat can occur during these off-map moves.

Transfer between battlefields.

The transfer between Wavre and Waterloo is described in Wavre.

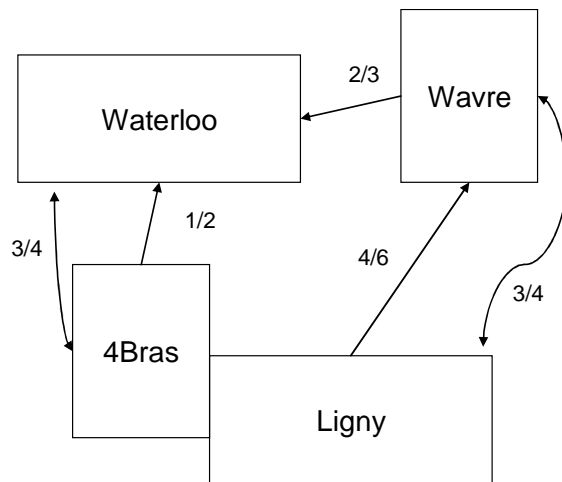
The transfer between Ligny and Quatre-Bras is solved on the maps as they overlap.

Passing from Quatre-Bras to Waterloo by the road to Brussels takes 1 hour for the cavalry and 2 for the infantry/artillery. Going from the road to Nivelles on the Quatre-Bras map to the road to Nivelles on the Waterloo map takes 3 hours for cavalry, 4 for infantry and artillery.

Passing from the north of Ligny to Wavre takes 3 hours (4 hours for infantry/artillery) by the road, or 4 hours (6 hours for infantry/artillery) by the trails leading to the southern edge of Wavre.

Night and rain turns can be used for this travels (a night turn counts for 3 hours for the two first and 2 hours for the third, each turn of rain counts for one hour). Of note, there is no rally or loss recovery if any of these night turns are used for movement.

The various costs (for cavalry/infantry in hours) are summarized on the chart below.



Reinforcements

Follow schedules of both the historical scenarios at Ligny and Quatre-Bras, add the reinforcements of combination 2 above, and the IV Prussian Corps enters on the 17th starting at 1000 either on the Wavre map or on the Ligny map, at the Prussian player's choice, the cavalry first, then one infantry brigade per hour.

Night and Rain turns.

Night falls at the end of the 2130 turn, remember we are in June. The night is divided in 3 turns: 2200-0100, 0100-0400 and 0400-0600. There are also twelve turns of rain during these three days.

The following rules apply during the rain or night turns:

- Movement is normal
- There are no cavalry charges
- There is no fire of any kind.
- Infantry can engage in melee only if it starts the turn adjacent to the target.
- Rally is normal.

Losses recovery. Units that do not move at all during the three turns of a night recover one step of losses at the end of the third turn. This does not involve totally eliminated units, that cannot be recovered. The special counter Larrey is not used during the night.

Rally: Units that do not move at all during the three turns of night automatically rally at the end of the fourth turn. These units do not recover any loss as described above.

Variations valid for the four games

1- Davout in charge

Another considerable debate focused on the choice of Soult as a Chief of Staff and Ney and Grouchy as wing commanders. In the

level three of command the two later can issue one order per turn.

Had Davout been present (instead of being stuck as a Ministry of War) he can replace either Ney or Grouchy and can issue 3 orders per turn. The French player can also choose to make him chief of staff, this allows Napoleon to issue an unlimited number of orders per turn.

2- Entering the X corps

“What ifs” are fun parts of wargaming. Many factors may have led to a very different campaign, and political parameters are among them. When Napoleon came back from his tiny island, the Vendée rose up and diverted quite a bit of troops to contain it. Without this unrest, a substantial 10-15,000 more troops would have been available for the Armée du Nord.

This corps, the X corps under Lamarque who was commanding them in Vendée, is made of 2 divisions including a brigade of Young Guard. The possible use of this corps generates some variations for the four games as follows:

1- On the 15th, Napoleon left Mouton's VI corps at Charleroi as he did not know where the first major blow would be, against the Anglo-Allied or the Prussians. By leaving Lamarque in this position, Mouton's corps can be deployed at Ligny; it immediately follows the Guard.

2- Ney knowing that another corps is available, would have let d'Erlon go to Ligny and call for Lamarque to join him. The later enter the road to Charleroi to Quatre-Bras starting at 1800. This corps is also added to the Waterloo initial set up.

3- Conversely, Lamarque could have been present at Ligny instead of Mouton.

4- As a consequence, the pursuit force of Grouchy is made of Gerard's IV Corps and Lamarque's X Corps at Wavre.

5- As another consequence, Vandamme's III Corps is present at Waterloo.

Players are of course free to invent other variations, as long as they make sense... For example, the Guard brigade could be added to the Guard corps, and the rest of the corps is added to both Gerard and Vandamme corps, made of only three and not four divisions.



Special Rules for the Four Battles

1- Lines of communication:

They depend on the game:

Quatre-Bras:

French: the road to Charleroi
Anglo-Allies; both roads to Nivelles and Brussels

Ligny:

French: both roads to Charleroi and Chatelet.

Prussians: the roads to Namur, the road to Wavre and the road to Quatre-Bras.

Wavre

French: the road to Namur

Prussians: the road to Brussels

Waterloo

French: the road to Charleroi

Anglo-Allied: the roads to Brussels and Hall

Prussians: the east edge of the map at La Chapelle St Lambert and the two trails leading to Ohain.

2- Fortified farms and Hougoumont

The famous fortified farms of Belgium have a

strong defensive potential. They are treated like a town except for the following:

- Cavalry and artillery are not allowed inside. Charges are also impossible.
- Fire factors against a unit in a farm is modified by -3, with a maximum final of 1 fire point per hex of attack. For example, if a unit in a farm is fired at by three close batteries from different hexes, the maximum firepower of the attack will be 3.
- Melee value is modified by -2, like a town, but it remains -2 from an adjacent town.
- Hougoumont was a very strong position also much bigger than the regular fortified farms. In addition to the effects described above, a result in melee calling for a disorganization only results in the defender to lose a step, it is not disorganized.

3- Special leadership rules:

The French and Prussian armies have roughly the same organization. On the other hand, the Anglo-Allied army, albeit organized in corps, did not really function as corps, but more by divisions and sometimes brigades. For example, at Waterloo, units of the I Corps are spread from Braine-l'Alleud to Papelotte. It was impossible for the Prince of Orange to command them all.

However, historically Orange asked Uxbridge to command the Netherland cavalry, and Chasse's division was in fact commanded by Hill, as the II Corps was far from complete at Waterloo. Therefore a corps-based command can be maintained, and Wellington is the corps commander of the Reserve. He can also command three other units, as explained in the standard rules.

For higher levels of command he can send up to 3 orders to corps, brigades or divisions. In addition, the corps leaders (Orange, Hill and Uxbridge) can act normally. It can be faster to activate brigades directly, but of course less of them can be activated.

The Prince of Orange is an army leader only for the few first turns of Quatre-Bras. Once Wellington arrives at Quatre-Bras the Prince

becomes a corps commander and remains so for the rest of the campaign.

4- The three-step artilleries.

Several artillery units have three loss steps. They represent the elite Guard artillery reserves. As compared to other artillery units, they behave as follows:

- First step loss: their value is now 6 as fire value, 1 for melee, and 2 steps (as a normal unit).

- Second step loss: as a normal unit with one loss: fire value 3, melee value 1.

All the other issues are identical to other artillery units.

5- Army morale.

For this battle, the armies are not demoralized as a whole but by corps.

Consequently, at the beginning of each turn, the players check if the total losses taken by each corps reach their demoralization or Desperate threshold. If this is the case, the army morale rules apply for this corps only. The other parts are not affected until they reach their own demoralization or Desperate levels. Remember that the effects of becoming Desperate are dramatic; no surprise that the levels are proportional to their average morale. These levels are:

-French player:

Corps	Steps	Demoralization	Desperate level
Guard	74	None	None
I	69	35	50
II	89	45	66
III	61	31	44
IV	51	26	37
VI	38	19	28
X	36	18	28
I Cav	12	6	9
II Cav	14	7	11

III Cav	15	8	13
IV Cav	12	6	11

-Anglo-Allied army:

Corps	Steps	Demoralization	Desperate levels
I	93	47	59-76
II complete	88	44	56-72
Reserve	83	44	53-68
Cavalry	58	29	32-47

-Prussian army:

Corps	Steps	Demoralization	Desperate level
I	120	60	87
II	117	59	85
III	91	46	62
IV	114	57	78

As there has been some modifications during the campaign (divisions detached and attached, units not present...), each historical scenario indicates which levels are used.

Special Anglo-Allied morale.

Due to the extreme heterogeneity of the army, each Anglo-Allied Corps has one demoralization level and two Desperate levels. When the demoralization level is reached, only the non British and non KGL units are demoralized. KGL units (King's German Legion) are units 08, 09, 25 and 26. Then, when the first level of Desperate morale is reached, all non British and non KGL units of that Corps are Desperate, and the British and KGL units are demoralized. When the second number is reached, all units of the Corps are Desperate. The losses for all units of the Corps are computed for this.

8- Repairing bridges

This involves only the bridges on the Dyle river for the battle of Wavre. In the scope of this game bridges cannot be destroyed, but the battle starts with two damaged bridges, at Basse-Wavre and Limelette. No unit can cross the Dyle outside a bridge, and no unit can pass a damaged bridge.

On the other hand, the French can try to repair them, as both the III and IV Corps had engineers and pontoneers integrated in their Corps HQ. In order to repair a bridge, the French player needs to do the following:

- Move a Corps HQ (either the III or IV) adjacent to a damaged bridge.
- Spend two full turns without moving.
- At the beginning of the third turn the bridge is repaired.

- In this precise case and for these two turns the HQ becomes a "unit"; it can be attacked (not through the damaged bridge before it is repaired) and fired upon. In that case, the low density of troops in the pontoneer unit makes it a difficult target, and only a final factor of 1 can be computed for a fire attack. Remember that the bridge at Basse Wavre can be repaired only by occupying a town hex, already protected by a -2. An HQ-unit has two loss steps, it can take two losses before losing its ability to repair bridges. A loss does not slow down to repair. A destroyed HQ-unit does not destroy the leader, who retains his abilities as a leader.

Even if other units are in the hex, the HQ-unit is considered on the top and alone in the hex.

Once a bridge is repaired it cannot be damaged again. The intact bridges cannot be damaged in the scope of this game. Damaging bridges was actually taking a lot of time and energy.

9- Anglo-Allied brigades and counters:

Note: this rule may be confusing for beginners. It does not have to be played if both players agree, however it is very historical and we encourage the players to eventually respect it.

Vive l'Empereur is a regiment size game. However the organization of the Anglo-Allied army was by brigade made of 3-5 battalions each. Brigades are represented in the game by two counters each (3 for the Saxe brigade) to allow for more flexibility. However, the two counters must always been in adjacent hexes (or in the same hex) at the end of the Anglo-Allied movement phase. If this is not possible (because for example one of the two counters was disorganized and retreated), then the Anglo-Allied player must, whenever possible, do his best to move the half brigades to finish their movement phase adjacent.

As these brigades were sometimes made of heterogeneous battalions, the fire and morale of the half-brigades might be different.

The Brunswick units (56 to 59) do not have to obey this rule (they were either big regiments or a group of several battalions).

10- Special unit; the Larrey counter:

As a dedication to a hero of the time, Larrey, first Surgeon of the Guard, has a special counter. This is not a leader nor a fighting unit. If it is stacked for two consecutive turns on a non moving unit, then this unit recovers a step. Then Larrey can move to a different unit, and spend another two turns there. No unit can recover more than one loss that way. If the unit is attacked or fired at during the recovery process, it does not recover any loss. A totally eliminated unit cannot recover losses that way.

11-Strategic deployment (Advanced rule XVIII).

This rule makes sense only for the Ligny and Waterloo battles, the two others may be too small for this rule (although, players are free to try them).

If the players wish to use this optional rule as explained in the advanced rules, they proceed as follows.

Each battlefield is divided in 16 squares. The French player starts deploying corps (I, II, VI

and Guard for Waterloo, III, IV, VI and Guard for Ligny) on the four south squares.

The Anglo-Allied or Prussian player deploys his army (except the IV Prussian Corps) according to the rules. The British cavalry is an independent corps, while the French cavalry corps can be attached to any infantry corps as described.

12- Game timing and penalties (advanced rule XIX).

If this rule is used, each player has three minutes to play a corps. This includes Wellington who has three minutes to activate the units from his Reserve corps.

13- Initiative and leader obedience (advanced rule XVII).

If this rule is used, the values of the different leaders are indicated on their back side. The top value is initiative and the bottom is obedience. All the rest obeys the advanced rules. Army leaders are Napoleon, Ney and Grouchy on the French side. They can issue 3, 1 and 1 order per turn respectively. Wellington, Orange (before Wellington enters the Quatre-Bras battlefield, as explained in paragraph 3 above), and Blucher on the Allies side, they can issue 3, 1 and 2 orders per turn respectively. All the other leaders are corps leaders.

Consequences of a commander elimination:

- Napoléon: the game is over and it is a major Allied victory.

- Ney or Grouchy: Napoléon promotes a corps commander to become army leader. The later can issue only one order per turn.

- Wellington: Orange takes over. If Orange is already eliminated, the Allied player promotes either Hill or Uxbridge as army leader. The happy volunteer can issue one order per turn.

- Blücher: a corps commander is promoted to army leader, who can issue one order per turn. Promoted leaders retain their corps commander capabilities in addition to their new rank.

If both players agree, Davout can replace either Ney or Grouchy. Davout can issue 3 orders per turn.

14- Various notes.

- Old Guard morale

The morale of the Old and Middle Guard infantry as well as the Chasseurs à Cheval unit, does not decrease with losses (for units 1 to 3, 6 to 9 and 16).

- Other comments on the morale

Both the Prussian and the Anglo-Allied army were very heterogeneous. Prussian landwehr from newly annexed territories (Elbe, Rhine, and Westphalia) had been fighting for the French not long before 1815, while others (Pomerania, Silesia), had made two campaigns already. Instead of trying to be too subtle in differentiating them, I gave all the Prussian landwehr an average morale of 7, which is respectable.

On the Anglo-Allied side, several British brigades were rather raw, others were very experienced Peninsula veterans. I also averaged the morale of the British units to 9. Moreover, some Guard units had never seen any fighting before, but their spirit was good and their training, NCOs and equipment superb. I gave them the 11 value the Guard deserves.

- Prussian brigade leaders

Various sources give different names for some of the Prussian brigade leaders. Some were nominal only, others did not join their brigade, and some replaced wounded leaders between Ligny and Waterloo. As the names have a very minor effect on the game (they are only used for some set ups) we chose a single source and stuck to it along the game.

- Swiss unit

A French unit (Swiss regiment of III Corps, unit #075) had red uniforms; you will find it in the Anglo-Allied countersheet.

- Regrouping of small units except the Gendarmes

Some units in this campaign were rather small, especially cavalry regiments. In order

to avoid counters with only one step, some units were regrouped.

The only exceptions are the Gendarmes unit, Napoleon staff escort, and the British rocket artillery.

15- The Congreve Rocket Artillery

This unit does not appear in the Loss charts as it has only one loss step. It is stacked with the British artillery reserve. It acts as a normal artillery unit, but each time it fires, it rolls a second die. On a 6 on this second die, the Congreve rockets, known for their erratic behavior, misfires and is removed from play.

Note on the set-ups: When it is stated "at half distance of X and Y", draw a line between these two points, spot the hex located in the middle, and use a two hex range area around this hex as a set up zone.

Note on the map: Some elements are purely decorative (isolated trees, trees along the roads, mills).

The slopes separate three levels, from the lowest to the highest: light green, light yellow + dots, medium brown. When there is a doubt, the sense of the slope symbol indicates what is high and what is low. Typically the streams and the villages are low.

Note on the losses: Several scenarios start with losses allocated to whole corps. In that case, eliminate one step from every infantry, starting at the player's choice, then start to eliminate a second step if more losses are required. Typically cavalry and artillery do not take losses that way, but the players can chose to do so.

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Counters

The blazons were largely found on the internet (mostly on http://www.heraldique-europeenne.org/Index_General/index.html), we could find 46 out of 50 leaders; sorry we could not find Milhaud, Lamarque, Thielmann and Hill. For the two first we used generic Military Count and Baron blazons. Hill had an illustrious cousin, Berwik, we used his blazon. Thielmann later became Elector of Saxony when the king died; we used the armory of Saxony. The others are likely to be exact.

Credits

Original Research and Design: Didier ROUY
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Thanks to Eric Dauriac for his fantastic bibliography website: <http://www.jeux-histoire.fr/bibliographie.html>

The map on page 2 is open access on Wikipedia.

Pratzen Editions 2011

TERRAIN EFFECTS 1815

Terrain	Normal movement cost (MP)	Cavalry charge Cost (MP)	Formation	Effects on fire combat		Effect on melee combat	
				Firer (1)	Target (2)	Attacker (3)	Defender (4)
Clear	1	1	Free	-	-	-	-
Forest	Inf: 2 Cav: 4 Art not allowed	6	Inf/cav general order or disorganized ,	General order value 1	-1	Inf : value -1 Cav: value 1	Inf: column Value Cav: value 1
Difficult (Cultivated)	Inf: 1 Cav: 2 Art: 2	2	Free, but no free change of orientation	-	-1 Does not block line of sight	Value -1	-
Marsh	Inf: 3 Cav: 6 Art not allowed	Not allowed	Free	No effect Does not block line of sight		Inf: value -1	Inf: column Value Cav: value 1
Village Town	Inf and art: 1 Cav: 2	6	General Order except artillery (must be limbered) or disorganized	General order value 1	-2 No morale check	Inf: value -2 (-1 from town to town) Cav: value 1	Inf/art: Normal Cav: value 1 No morale check
Fortified Farm	Inf: 2 Cav & Art not allowed	Not allowed	General Order or disorganized	General order value 1	-3 & Maximum 1/hex of attack No morale check	Inf: value -2	No effect except Hougoumont
Slope	Inf +1 climbing Cav / art: +2 climbing, +1 going down	+2 going up or down	Free	If not adjacent, check line of sight		Value -1 if attack low to high	-
Stream	Inf +1 (+2 line) Cav +2 Art +3	+6	Free	-	-	Inf: value -1 Cav: value 1	-
Road	Column, limbered, disorganized: ignore obstacles and facing changes. Bonus 2 MPs if whole movement on road Charge : no effect			-	-	-	-
Trail	Column, limbered, disorganized: ignore obstacles and facing changes. Charge : no effect			-	-	-	-
Sunken Road	All: +2 to cross it. No effect if follow the trail/road No charge allowed to or through			-	-1 if line of sight through	Inf : value -1 Cav: no charge	-
Dyle River	Impassable			-	-	Impossible	-
Bridge	No effect on movement Charge on bridge: +6			-	-	Inf: value -1* In column Cav: value 1	-

Note : The terrain of the attacking unit determines its formation (general order if attacks from a forest for example), and the terrain of the defender determines the modifiers (value -2 if attacking a village for example).

*: except if either hex of the bridge or both is a village: in that case no effect on the melee value.

(1) Firer: the unit in this terrain has a fire value of #

(2) Target: the unit attacking this terrain has a fire value modified by #

(3) Attacker: has a melee value (not melee strength) modified by -1 or -2 or is equal to 1

(4) Defender: the unit defends in this terrain with a melee value equal to #

Vive l'Empereur !