

ALDO GHETTI PARIS POLI

# WATERLOO™

*Enemy Mistakes*

BICENTENARY EDITION 1815-2015



~ RULE BOOK ~



## Credits

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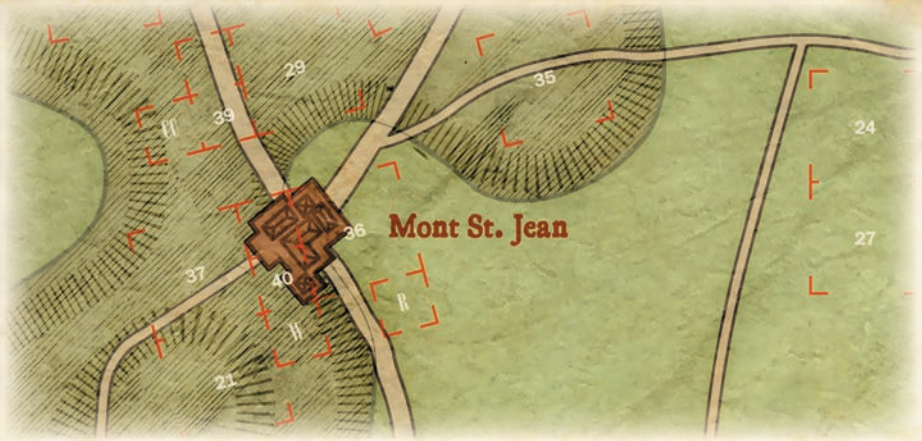
## The authors



**Aldo Ghetti:** with a degree in Political Science, he works for the Town of Faenza (Ravenna), where he lives happily with his wife, Anna, and his children, Giada and Fabio. Born on May 1, 1952, he started playing with “toy soldiers” in his early childhood, eventually becoming a major expert in the field of miniature war-games. For many years, he was the Podestà (master of ceremony) at the Palio of Niballo and judge of jousts and palii in all of Italy. He also held the office of the President of the Technical Committee of the Italian Federation of Historical Games. He publishes various articles of History and war-games and his passion for miniature war-games allows him to develop different rules for his games.



**Paris Poli:** born in Faenza (Ravenna) on January 22, 1972. He has loved History and miniatures since he was a child. Once he “grew up” he found that war-games were a way for him to express his passion. As a 20-year-old, he started to frequent cultural associations in the town, where he finally started to meet people who shared his interests, among them Aldo Ghetti. In the meantime, he completed his Humanistic Studies, acquiring a degree in Psychology and successively specializing in Psychotherapy. Today he works in the social sector and recently published the intriguing psychological novel *Con le Mani nelle Cimici*.



## TWO HUNDRED YEARS AGO

**Spring 1815.** Napoleon Bonaparte, after fleeing the Island of Elba, returns to the command of France. The Seventh Coalition, a military alliance between the English, the Prussians, the Austrians, and the Russians, is mobilizing the army to confront him. Napoleon, with an army drafted from the northern border of France (the so-called Armée du Nord), starts an offensive with the intent of defeating the four different armies, separately, away from one another. This plan consists of driving a wedge between the Prussian and English army, to chase away the former and annihilate the latter.

June 18, 1815, 9 o'clock, 5 kilometers south of Waterloo, in Belgian territory. The army of Arthur Wellesley, Duke of Wellington, composed of 68,000 English, Dutch, and German soldiers is deployed behind a hill crest, waiting. Napoleon, with the force of 72,000 French soldiers, studies the battlefield that has transformed into a morass, following the previous night's storm. He must delay the attack, hoping that the terrain dries; otherwise, the artillery will lose its efficiency.

## A game to rewrite history

Time: 11:30, he cannot wait any longer. The French cannons start the bombardment, and the last of Napoleon's battles.

The battle lasted more than eight hours, and the losses were devastating (more than 15,000 Englishmen, 7,000 Prussians, and 25,000 Frenchmen): in the end, Wellington's army wins thanks also to the entrance of General Blücher's Prussian army. Napoleon flees from the battlefield, unscathed, but the defeat marks his end: on July 15, he surrenders to the English army. He is arrested and exiled to the island of Saint Helena, in the middle of the Atlantic Ocean, where he dies on May 5th, 1821.

This is what History dictates, but now it is your turn: *Waterloo: Enemy Mistakes* turns back the clock to 11:30 of that morning and gives you the command of the armies on the battlefield. Now you have the exciting privilege to walk in the shoes of great generals and rethink their strategies, modify their tactics, and correct their mistakes.

*Waterloo: Enemy Mistakes* is a board game for 2-3 players, ages 13 and up, that allows you to play as the protagonists in one of the most crucial chapters in European history.

### Good luck and have fun!

**Important:** this box contains 3 sheets of punched cardboard from which you acquire tiles, markers, counters, tokens, and other important components. For your optimal game experience, it is recommended that you carefully remove all components and store them properly. If they are damaged, it may affect their proper utilization during the game.

# COMPONENTS



Game board made of 2 parts representing the Belgian area around Mont St. Jean, which comprises Haye Sainte, Hougomont, Belle Alliance and Planchenois.

70 wooden colored markers



30 orange Formation Recovery



25 green Formation IN MOVEMENT



15 yellow Unit Shaken



1 white wooden turn counter



2 Initiative markers



124 Losses tokens



23 Smoke tokens

## BLUE ARMY SET (French)



24 Infantry Unit tiles



13 Cavalry Unit tiles



2 Flag counters



Commander in Chief counter



7 General counters



11 Artillery Unit counters



11 Horse Team counters



2 blue wooden dice



36 wooden blue markers



Blue measurement ruler with line of fire (on the back)



Unit of Measurement

## RED ARMY SET (English)



22 Infantry Unit tiles



11 Cavalry Unit tiles



2 Flag counters



Commander in Chief counter



4 General counters



7 Artillery Unit counters



7 Horse Team counters



2 Garrison counters



2 red wooden dice



26 wooden red markers



Red measurement ruler with line of fire (on the back)



Unit of Measurement

## BLACK ARMY SET (Prussian)



18 Infantry Unit tiles



9 Cavalry Unit tiles



2 Flag counters



Commander in Chief counter



3 General counters



5 Artillery Unit counters



5 Horse Team counters



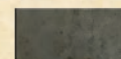
2 black wooden dice



21 wooden black markers



Black measurement ruler with line of fire (on the back)



Unit of Measurement

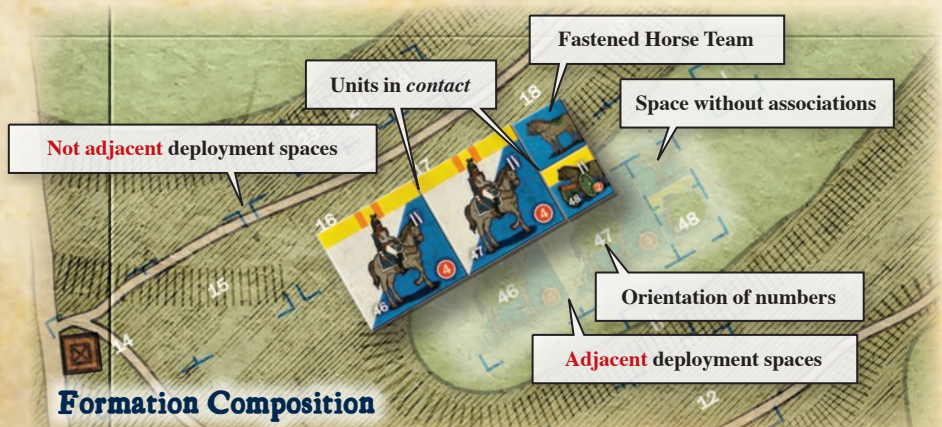
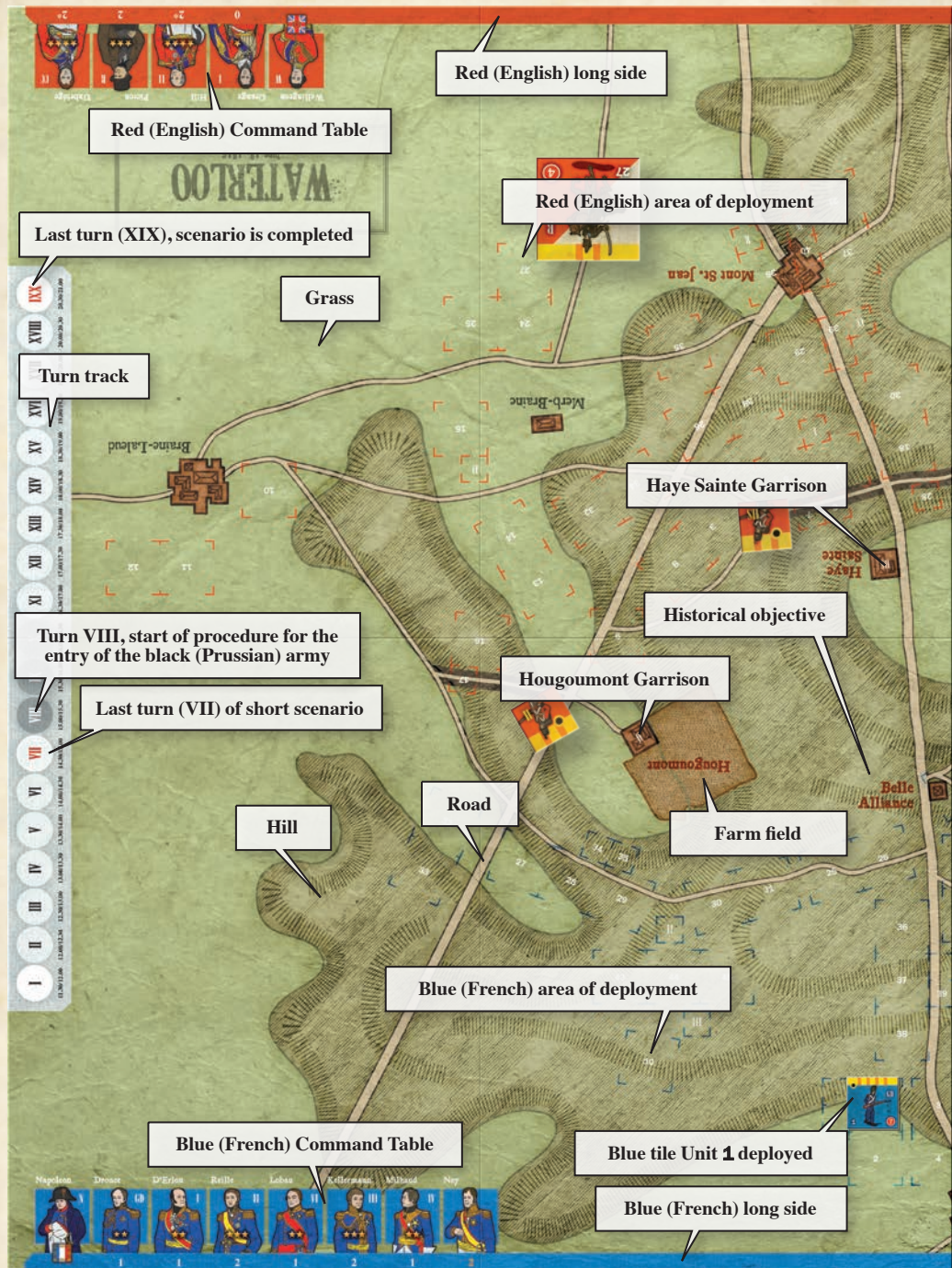
# GAME PREPARATION

**1** Put together the **game board** that represents the **battlefield**. The player controlling the blue French army will sit behind the **long blue side** of the board. The player controlling the red English army will sit behind the **long red side** of the board. If there is a player controlling the black Prussian army, that player will sit behind the **short black side** of the board. If there is no third player, the player controlling the red army will control the Prussian army (from turn VIII on) as well.

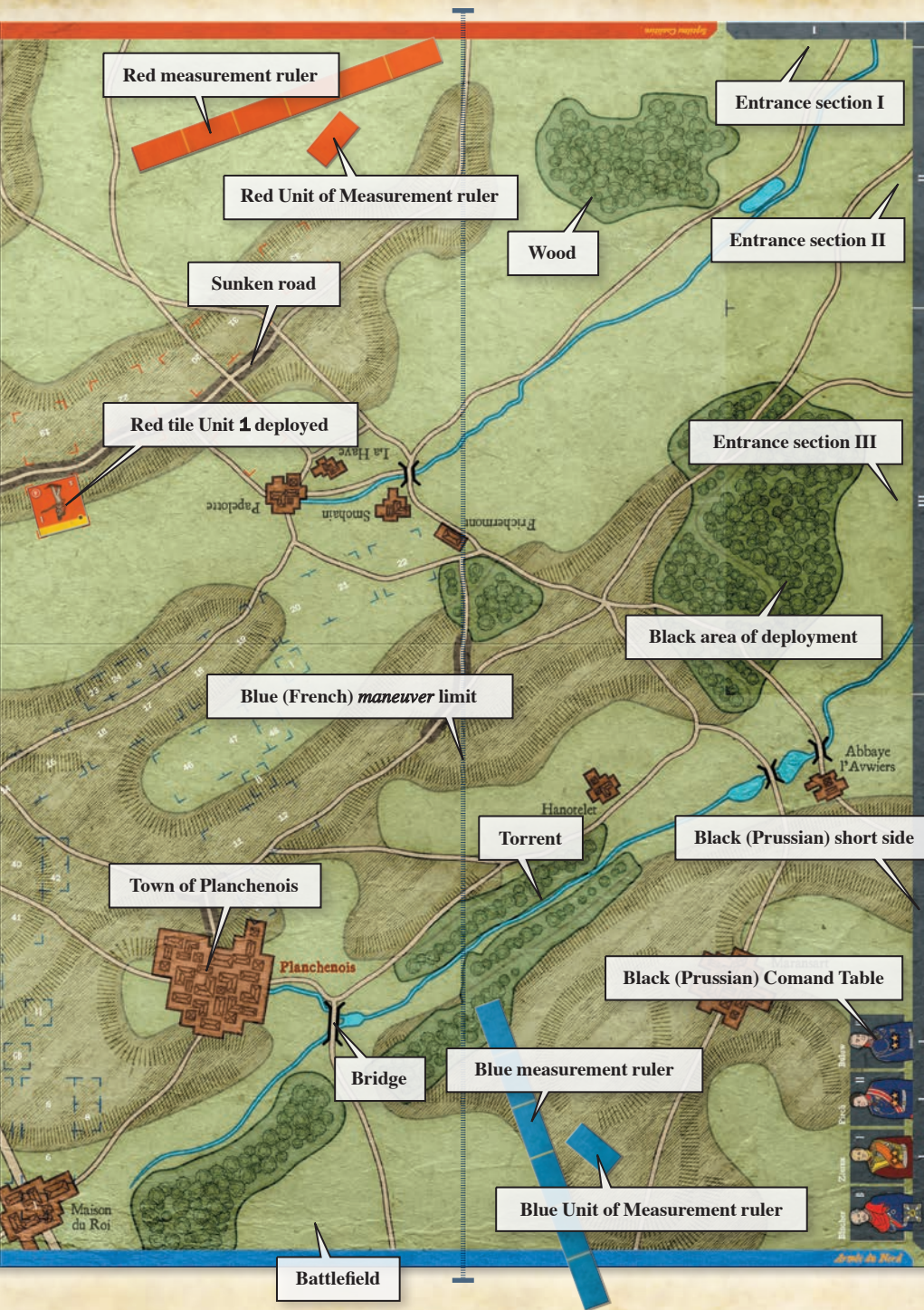
**2** Every player takes their army set, composed of **tiles, counters, rulers, dice, and markers** of the appropriate color.

**3** The blue and red players place their army tiles and counters on the map, following the historical indications represented on the game board. The player must place their army tiles and counters in the appropriate spaces indicated on the game board. The players must have their pieces correspond to the number and orientation of the units. This is to indicate the direction of the army front and the composition of the Formations (the adjacent spaces indicates the units in **contact**). Horse Team counters fastened to Artillery counters will instead occupy the spaces without associations. The 10 Horse Team counters (5 per army), not indicated on the game board are considered unfastened and are temporarily out of the game. The blue player will be left with the General **Ney** counter, which must be **attached** (only with the optional rule-see pg.7) to Unit **38**, by placing its counter on top of the Unit **38** tile. The red player must place the 2 Garrison counters in their respective spaces (II and III) to represent the soldiers in service at **Hougoumont** and **Haye Sainte**.

**4** Make a reserve for every other **colored marker (orange, yellow, and green)**: they will be used during the battle to indicate the status of the Units and the Formations, marking the related tiles and counters.



**Formation Composition**



**5** Make another reserve of the **Losses tokens** (red with white numbers). They will be used to count the Losses suffered by the Units due to the Damages caused by the effects of bombardment and combat.




**6** Make another reserve of the **Smoke tokens** (grey). They will be used to indicate the Artillery Units that have bombarded.




**7** Place the **white turn counter** on **space 1** of the **turn track** and assign the **Initiative marker 1** (gold) to the blue player (French). Keep the **Initiative marker 2** (silver) nearby. It will be used starting at turn VIII when the black army (Prussian) enters the battlefield.



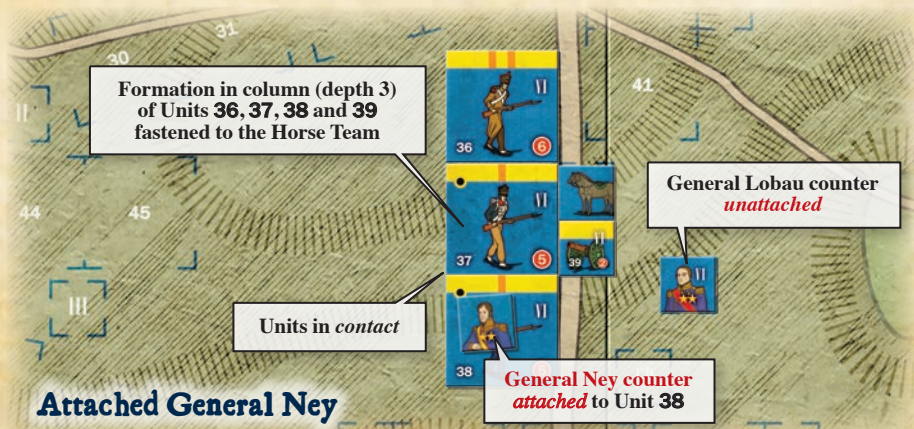
## VICTORY CONDITIONS

 If the **Napoleon counter (N)** is removed from the battlefield, the game ends and the red player is the winner.

 If the **Wellington counter (W)** is removed from the battlefield, the game ends and the blue player is the winner.

If neither of these conditions are met, the battle concludes at the end of turn XIX and the points are tallied, the player with the most points is the winner. The points are tallied by counting the Victory points 🏆 (printed on the back of the pieces) of the tiles and counters removed from the board by the enemy army and adding any possible Victory points 🏆 awarded for the conquest of certain historical objectives (see pg 18).

**We are ready to begin!**



## The Forces in Battle

### Armée du Nord



The French (blue) army deploys 72,000 men on the battlefield: 49,000 foot soldiers, 16,000 mounted soldiers, and 7,000 artillery soldiers with 246 cannons. Napoleon Bonaparte is nearly 50-years-old and is not in his best health, but he has utmost trust in his excellent army, composed of veterans and expert soldiers, and his military genius. «We have 90% chance!» he proclaimed. The plan is to hit the right flank of the English army, attacking the farm of Hougoumont to make it appear as if the supply line, connecting to Liège and England, is in danger. Once Wellington's troops switch their focus to the right flank, the Armée du Nord will launch a major offensive towards the center and the left, in order to open a path to Brussels.

### The Seventh Coalition



The English (red) army deploys 68,000 men on the battlefield: 50,000 foot soldiers, 12,000 mounted soldiers, and 6,000 artillery soldiers with 156 cannons. In reality, less than a third of the army was actually English. Wellington, nicknamed, «The Iron Duke», knew he was leading a motley army that was, in many ways, inferior to the French army. He said himself, «I have got an infamous army, very weak and ill equipped.» For this reason he felt that he needed to make the most of the cards he was dealt. He deploys most of his men behind a hillcrest: the higher ground allows him to scout the enemy troops' position without revealing his troops' position but most importantly, keeps his troops protected from direct enemy artillery fire. To complete his defensive strategy, Wellington establishes garrisons in the three farms of Hougoumont, Haye Sainte, and Papelotte, hoping that the Prussian army under Blücher would arrive in time to give him more manpower: «He told me he would come, so he'll come.»

### Armée du Bas-Rhin



The Prussian (black) army is marching since the night before: about 70,000 soldiers are moving west at maximum speed to enter the battlefield and unite with the English army. Because of the cold, rain, and mud, it is not an easy task, but General Gebhard von Blücher is determined. Nicknamed, «Marshal Forward», he is older than 70 years and holds the record of most defeats by the French. He doesn't have the quality of being a master strategist but he surely has the fighting spirit of an old bulldog, and he has debts to settle with Napoleon.

# INTRODUCTION

In *Waterloo: Enemy Mistakes* every player is assigned a **color: blue, red, or black.** **Blue** represents the French army, **red**, the English, and **black**, the Prussian. If there are only **two players**, the red player also controls the black Prussian army, starting from turn VIII on. If there are **three players**, each one plays as their own color. The red (English) and black (Prussian) players are allied against the blue (French) player.

Players lead their armies to battle. Armies are composed of a **Commander in Chief** (represented by the **N** blue, **W** red, and **B** black counters), **Generals** (also represented by counters) that command their appropriate **Army Corps** made of **Formations** composed of **Units** (represented by tiles and counters).

## Commanders in Chief



Each army possesses one **Commander in Chief: Napoleon (N)** for the blue (French) army, **Wellington (W)** for the red (English) and **Blücher (B)** for the black (Prussian) army. In this game, the Commanders in Chief are represented on the game board, in the **Command table** of each army, and on the battlefield as **square counters with 15 mm sides**.

The Commander in Chief does not have his own Army Corps but can **attach** himself to any Formation in his army (see Attach pg.7) and must follow the same rules as the General ★★★★★. At the end of each turn, the unused markers of each color by the Commander in Chief in the command table are removed and are returned to the player's reserve.

### Commander in Chief Blücher



If the Commander in Chief, **Blücher (B)**, of the black (Prussian) army is removed from the battlefield, then the black player, each turn during Initiative Phase 1, **CANNOT** roll the die to obtain the markers of his own color (he obtains, in any case, the markers guaranteed by the modifier for each General still on the battlefield).

## Generals



In this game, the **Generals** are arranged together on the game board, in the command table of each army, and are represented on the battlefield by their related **square counters with 15 mm sides**. The blue (French) army has 6 Generals plus General **Ney**; the red (English) army has 4 Generals; and the black (Prussian) army has 3 Generals.

Each General (except **Ney**) is assigned a initial that identifies him within his own army and affiliates him to the Units of his Army Corps.

Army	General	Rank	Command points	Army Corps
	<b>Drouot</b>	★★	1	GD
	<b>D'Erlon</b>	★★	1	I
	<b>Reille</b>	★★★	2	II
	<b>Lobau</b>	★★	1	VI
	<b>Kellermann</b>	★★★	2	III
	<b>Milhaud</b>	★★	1	IV
	<b>Ney</b>	★★	2	-
	<b>Orange</b>	★	0	I
	<b>Hill</b>	★★★★	2*	II
	<b>Picton</b>	★★★	2	R
	<b>Uxbridge</b>	★★★★	2*	CC
	<b>Ziethen</b>	★★	1	I
	<b>Pirch</b>	★★	1	II
	<b>Bülow</b>	★★	1	IV

Each General has a **rank**, indicated by the stars, which determines the ability to command and the number of **Command points** that he can *generate*. The *generated* Command points CANNOT be split to issue Orders to more than one Formation of his own Army Corps (except ★★★★★ Generals). Each General can ONLY issue Orders to Formations of his own Army Corps.

If a General is removed from the battlefield, his **Substitute General** enters the game (See the procedure on pg.12). The Substitute Generals are printed on the back of the General counters (except General Ney).

### General Ney



**Optional rule.** The record of this battle portrays the figure of General Ney as a peculiar character. Introduce General Ney in the blue (French) army if you have experienced players, starting from point 3 of the Game Preparation, *attaching* him to Unit **38** in the Formation with Units **36, 37, and 39**. He DOES NOT have his own Army Corps so his counter has no initials. He DOES NOT *generate* Command points and his Commander in Chief (N) **must give him 2 blue markers every turn**. He can be *attached* to any Formation of the blue (French) army, except those of Army Corps (G). The Formation, that General Ney is *attached* to, CANNOT receive Orders from the General of that Army Corps. During the End of Turn subphase 3.5, all of the blue markers kept by General Ney, in the box of the Command Table, must be removed.

**Important:** if General Ney is removed from the battlefield, a **Substitute General** DOES NOT replace him. His Commander in Chief (N), every turn, must lose the 2 blue markers that he would have assigned to Ney. If General Ney is not introduced into the game, do not use his counter and ignore his related box in the Command Table.

## Army Corps

In this game, each General commands an assigned **Army Corps** composed of a certain number of Units, connected by the same initial. The Formations in an Army Corps, during the battle, follow only the Orders *issued* by their own General, except under special circumstances. If all of the Units of an Army Corps are removed from the battlefield, their General is *eliminated* and CANNOT be substituted.

## Formations

In this game, all of the Units on the battlefield are also defined as “Formations”. A **Formation is then composed of 1 or more Unit tiles and counters of the same Army Corps placed in contact (even by corners) with the fronts facing the same direction**. Units in a Formation act together upon an Order *issued* by their General **or** by the *attached* Commander in Chief (**or**, only for the blue –French– army, by *attached* General Ney).

Players may organize their own Formations, as they like. Each Formation will have a **front width** value and a **depth** value.

### Front width and depth of Formations

The number of Unit tiles and counters that are **adjacent** and in **contact** determines the **front width** of a Formation. This value determines the Formations’ ability to *Advance* and *Charge* during *maneuvers*: which is the maximum units of measurement that a Formation can travel.

- **Front width of 1 Unit:** the Formation may *Advance/Charge 4*;
- **Front width of 2 Units:** the Formation may *Advance/Charge 3*;
- **Front width of 3 Units:** the Formation may *Advance/Charge 2*;
- **Front width of 4 or more Units:** the Formation may *Advance/Charge 1*;

When determining Formations’ *Advance* and *Charge* abilities, Artillery Unit counters still count as 1 for the calculation of their Formation’s **front width**.

The number of Unit tiles and counters that are **columned** together, and are in **contact**, determines a Formation’s **depth**. The depth DOES NOT modify the Formation’s ability to *Advance* and *Charge*.

The Formations of different Army Corps in **contact** are considered united, but each one must have its own orange or green markers. **United** Formations must calculate together their own **front width** and depth.

## Attaching

In the Assign phase 3.1, in order to *attach* a General to a Unit in its Army Corps, you must place his counter on top of that Unit tile or counter. When *attaching* it, the General cannot move more than 2 units of measurement. When *attaching* the Commander in Chief, follow the same rules as when attaching Generals.

A Formation can have only 1 General (or the Commander in Chief) *attached* to it. Each Unit that is in the Formation with the Unit that has an *attached* General will use his combat modifiers. Whenever an *attached* General participate in combat, all markers – of its color – stored in his box of the Command Table, are removed and placed in reserve.

If a Unit is moved in a space occupied by a General (or Commander in Chief) counter of its army, the General is then *attached* if the Unit belongs to his Army Corp (the Commander in Chief will ALWAYS *attach*). Otherwise, the counter must be moved the **least distance necessary** to occupy a free space.

If the Unit, to which a General is *attached*, takes Damage due to bombardment **or** participate in combat, then its controlling player **must roll 2 dice, taking into account the modifiers below**. If the **modified result is 1 or less** the *attached* General is then *eliminated* and, in the next turn, must be substituted (see pg.12).

### Dice modifiers

- 2 if the General is ★★★★★ or higher **or** if he is the Commander in Chief
- 2 if the Unit is *Routed*
- 1 if the Unit is *Shaken*
- 1 if the General is ★★
- 1 if the Unit has already participated in *melee*, in the same turn

## Unattached Generals

A General (or Commander in Chief) that is NOT *attached* CANNOT be the target of bombardments.

If an *unattached* General (or Commander in Chief) is the target of a combat, his controlling player **must roll 1 die, taking into account the modifiers below**. If the **modified result is 1 or less** the General is *captured* and, in the next turn, must be substituted (see pg.12); if a Commander in Chief (except **Blücher**) is captured then the game ends. Otherwise, the counter can be moved up to 2 units of measurement.

### Die modifiers

- 1 if the enemy is a Medium or Heavy Cavalry Unit
- 2 if the enemy is a Light Cavalry Unit

## Chronology of the preparation for battle

**01:00** – Napoleon Bonaparte rests in the farm of Le Caillou, but he cannot sleep. He gets up and, on horseback, under the rain, goes to the French outposts to observe the enemy lines.

**02:00** – The Duke of Wellington receives word from General Blücher that the IV Prussian Army Corps, led by Count Bülow Von Dennewitz, will march from Wavre to Mont St. Jean in the morning, followed by another two Corps.

**03:30** – Napoleon receives reports from his scouting officers and spies: Wellington is fixed in his position and the camps are quiet. The worry of an English retreat is unfounded. «This puny Englishman needs to learn his lesson.»

**04:00** – The sky begins to clear and Bülow's IV Prussian Army Corps starts to move from Dion-Le-Mont towards Wavre. Napoleon receives a dispatch sent by General Grouchy in which he writes that Blücher's army is stationed around Wavre. Napoleon does not respond. Meanwhile, on the plain of Mont St. Jean, the soldiers of both armies try to sleep in the cold open air on the muddy terrain, under a torrential rain without relent.

**05:00** – Napoleon issues an order to General Soult: the army must be ready for battle at 9 o'clock sharp, as opposed to 6:00 which was the initial prediction. The hope is that the terrain dries, avoiding a slowdown of the troops.

**06:00** – The soldiers of the Seventh Coalition, after drying and checking the weapons, take their positions on the low slope of Mont St. Jean, under the direct command of Wellington.

**06:30** – Wellington, in the saddle of his horse, Copenaghen, passes close to a bivouac of the 95<sup>th</sup> and asks the fusiliers for a cup of very sweet tea, which he drinks, hurried, without dismounting his saddle. The French soldiers try to eat their fill of hot soup and bread. From the English lines comes the sound of bagpipes.

**08:00** – After shaving, Napoleon eats breakfast at Le Caillou with his officers: Soult, Drouot, Ney, Reille, Bertrand, and D'Erlon, showing confidence for the upcoming battle. The attack is postponed to 13:00; the terrain is still too wet.

**09:00** – It finally stops raining, and a timid sun appears. The English army has finished its deployment. Of the French army, only the I Army Corps of D'Erlon, the I, III, and V Cavalry Divisions of Jacquinet, Domon, and Subervie, the IV Cavalry Corps of Milhaud, and the Heavy Cavalry Division of the Guard, are prepared. The infantry of the Guard is still resting at the bivouacs near Maison-

## Units

Each army has three **types** of Units: **Infantry**, **Cavalry** and **Artillery**. Tiles and counters placed on the game board, represent the total area occupied on the field by troops. This includes the empty spaces between soldiers that was actually needed to maneuver or change Formation structure. During the battle each Unit will have yellow markers as needed.

The Infantry and Cavalry Unit tiles and the Artillery Unit counters show – beside depicting the military uniform of the soldier (or the cannon of an Artillery Unit) – important characteristics related to their use in the game.

**Front:** indicates the orientation. The Unit's ability of bombardment and combat is expressed through the **front**. The other sides of the tile or counter are the **flanks** and the **rear**. The **class** of the unit is indicated in the **front**.

Guard	Élite	Veterans	Regulars	Recruits

● **8** – Identifies the Unit in its army and its deployment. If the number is yellow, it then indicates specific characteristics.

● **II** – Indicates the **Army Corp** and connects the Unit to the General capable of issuing its Orders.

● **6** – Indicates the capability to sustain **Losses** before being **eliminated**.

● **14** – **Victory points** gained by removing the Unit from the battlefield.

Historical informations.

In this game, the **Infantry and Cavalry Units** are represented by **30 mm square tiles**. Each Unit corresponds to a regiment, brigade, or division.



**Infantry Units:** represent a number of between 1.500 and 2.500 foot soldiers. The tiles are easily recognizable because their background is the color of its army (blue, red or black). The posture of the soldier and the symbol ● indicates their Fire

Discipline, the ability to inflict losses to the enemy by use of firearms.



Normal



●  
Good



●●  
Optimal



**Cavalry Units:** represent a number between 800 and 1.200 horse soldiers. The tiles' background has a two color diagonal pattern. The top half is white and the bottom half is the color of the army (white/blue, white/red or white/black). The posture of the

horse and its rider indicates the type of Cavalry.



Light Cavalry



Medium Cavalry

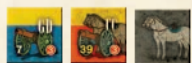


Heavy Cavalry





To represent Artillery Units, there are two types of **15 mm square counters** (half the size of a tile). One type of counter represents the Horse Team and the other represents the firing pieces (the Artillery Unit itself). An Artillery Unit unfastened from the Horse Team (and capable of bombarding or **supporting** in combat) is represented only by the counter with the cannon figure. Temporarily remove the Horse Team counter from the battlefield when it's unfastened from its Unit.



**Artillery Unit:** an Artillery Unit on Foot represents a number of cannons (8 or 12 lb) between 12 and 24. An Horse Artillery Unit, instead represent a number of cannons (4 or 6 lb) between 24 and 48. Three different pictures represent the two different type of Artillery and the Horse Team.



Artillery on Foot



Horse Artillery



Horse Team



Horse Artillery Units, differently from the Artillery on Foot, cannot bombard (except Units **39** and **40** of the red English army). Horse Artillery Units do not reduce the **Advance/Charge** ability of the Light Cavalry Units in the same Formation.

## The Garrisons of Hougoumont and Haye Sainte



History records recount that English troops were garrisoned in the posts of Hougoumont and Haye Sainte. The garrisons are represented in game by the red Garrison counters **Hougoumont (II)** and **Haye Sainte (IIS)**. Garrisons DO NOT follow the rules of other Units. Garrisons are represented by square (15x15 mm) counters but they are NOT Artillery Units. They instead represent Infantry Units with **good** Fire Discipline and are of **Veteran** class.

The Garrison's combat ability and **engagement** area is expressed **through ALL sides** of the counter, even when enemy Units occupy its area of **engagement**. The **front** is marked **ONLY** to indicate the Unit class. Garrisons can NEVER be moved (ignore Withdraw or Retreat effects). Combats involving Garrisons ignore the Result of Combat phase. All of the enemy Formations still in contact with a Garrison at the end of the **melee** must **Withdraw 1**. The **Hougoumont Garrison (II)** is **eliminated** if it is **Routed**, **Haye Sainte (IIS)** is **eliminated** if **Routed** or in **Retreat** as result of **melee** (if it is in **Retreat** as result of bombardment it receives only one yellow marker, unless it already has one).

## Colored Markers

During the battle, tiles and counters are marked with colored pieces, placed clearly on top of Units or Formations. Each color represents a different status:



**Green:** Formations marked in green are **IN MOVEMENT** and are therefore capable of performing **maneuvers**; a Formation receives the green marker when its General (or the **attached** Commander in Chief) issues the Order **PUT IN MOVEMENT**;



**Orange:** Formations marked in orange are **in Recovery** and CANNOT follow Orders (beside **RECOVERY**) nor can they execute **maneuvers**; 1 orange marker must be removed at the end of the turn. If a Formation receives an orange marker, then remove the green marker, if present. A Formation receives two orange markers as per the effect of combat;



**Yellow:** Units with a yellow marker are **Shaken**. In order to remove 1 yellow marker the General (or the **attached** Commander in Chief) must issue the Order **RECOVERY**; if the Unit receives a second yellow marker it's **Routed** and, at the end of the turn, is **eliminated**. Units may receive a yellow marker as a result of many effects in the game.

du-Roi while the II Army Corps of Reille is marching near Caillou. The artillery officers inform Napoleon that maneuvering the cannons may now be a feasible option.

**10:00** – Napoleon inspects the battlefield, hailed by the troops. He finally sends an answer to Grouchy, commanding him to get to Wavre.

**10:30** – Napoleon sees, through a monocular, what he believes to be Grouchy's vanguard: but in reality, it's Bülow's IV Prussian Army Corps.

**11:00** – Blücher leaves Wavre, on course to Mont St. Jean. Wellington establishes headquarters near a lone elm tree, in the southwest corner of the crossroads on the crest of Mont St. Jean. Napoleon ends the inspection of the troops and the battlefield: he thinks that the terrain is sufficiently dry, so he decides to start the operation. He explains his battle plan, which calls for a diversionary attack on the right flank of the English army, and a main attack towards the center of their army, all preceded by the bombardment of a large group of artillery, in order to pierce the enemy lines, and quickly occupy Mont St. Jean.

**11:30** – The artillery of the Imperial Guard shoots three salvos, signaling the beginning of the battle. 20 kilometers east, in front of the town of Wavre, General Grouchy is finishing his breakfast.

**The Battle of Waterloo has started, but this time, its fate is in your hands.**

**Set your legacy in stone!**

## Understanding the game board

**Terrain types:** the varied types of terrain in the battlefield are indicated on the game board by different colored fillings with clearly defined borders. If tiles and counters touch the border of a type of terrain then the Unit or Formation is also considered to be on that terrain.

**Command Table:** each army has its Command Table on the game board to store the markers of its color. Put the markers, not used during Initiative, in the Commander in Chief box (**Napoleon, Wellington and Blücher**). During the Assign subphase 3.1, the markers may be moved into the Generals' boxes in order to be **transformed** into Command points.

**Elements out of field:** the turn track, the Command Tables, the colored sides (short and long) are not part of the battlefield: if an Unit touches, even partially, any of the above elements then it is **out of field** (see pg. 11).

**Deployment area of the black (Prussian) army:** the part of the game board that extends from the entrance sections on the black side, forms a deployment area (in a darker shade see pg. 5) marked by black tracts. This area is used by the black (Prussian) player to deploy his pieces following the entrance procedure of its army (pg. 11).

**Maneuver limit:** the blue (French) army Units cannot execute **maneuvers** to the right of the imaginary line that runs along the fold of the game board (see pg. 5) until the first Units of the black (Prussian) army are deployed. This special rule is inspired by historical events: the French troops ignored this area of the battlefield until the allies of the English army were spotted.

## The Battlefield

The **battlefield** on the game board is composed of two categories of terrain: **area** or **linear**. Grouped under these categories are different types of terrain, each one with specific characteristics that affect the battle.

### Area terrain

**Area** terrain gives modifiers to bombardment, combat and **maneuvers**. The modifiers depend on the position of the Unit in respect to the terrain. The **combat modifiers** of the **area** terrain are applied to Units that are **entirely** placed inside that type of terrain. The **maneuver modifiers** of the **area** terrain are applied to all of the Formations that are moving across it, even partially.



**GRASS:** no modifiers.



**HILLS - Modifiers to bombardment and combat:** +1 to Units in defense NOT IN MOVEMENT (without a green marker). It modifies the **line of fire** (see Bombardment at pg. 12).



**WOOD - Modifiers to bombardment and combat:** +1 to Infantry Units in defense NOT IN MOVEMENT (without a green marker); -1 to Cavalry Units in **melee**; -1 to the bombardment if target is completely inside a Wood. **Maneuver modifiers:** the **maneuvers** executed across the Wood, even partially, cannot surpass one Unit of Measurement.



**FARM FIELD - Modifiers to bombardment and combat:** +2 to Infantry Units in defense NOT IN MOVEMENT (without a green marker); -1 to Cavalry Units in **melee**. **Maneuver modifiers:** the **maneuvers** executed across Farm field, even partially, cannot surpass 2 units of measurement.



**TOWN - Modifiers to bombardment and combat:** +2 to Infantry Units in defense NOT IN MOVEMENT (without a green marker); -1 to Cavalry Units in **melee**; -2 if the target of bombardment is completely inside the Town; **Planchenois** Town modifies the **line of fire** (see Bombardment at pg. 12). **Maneuver modifiers:** Units that execute **maneuvers** across the Town, even partially, are treated as if they already moved 1 Unit of Measurement.

### Linear terrain

The **bombardment and combat modifiers** of **linear** terrain are applied to Units in defense that are NOT IN MOVEMENT (without a green marker). The tile **or** counter must be in **contact** with the terrain element and the bombardment or combat **front** must touch, even partially, the terrain element. The **maneuver modifiers** of the **linear** terrain are applied to all of the Formations that are moving across, even partially.



**ROAD - Maneuver modifiers:** the Formations with **front** width of 1 which **start** a **maneuver** in **contact** with a Road do not suffer limitations from other types of terrain (except the Bridge) for as long as they are in the Road.



**SUNKEN ROAD - Modifiers to bombardment and combat:** A Sunken road block the bombardment **line of fire**. **Maneuver modifiers:** **maneuvers** across a Sunken road are reduced by 1 Unit of Measurement.



**TORRENT - Modifiers to combat:** -1 to Units that cross the Torrent whilst executing a **Charge**. **Maneuver modifiers:** **maneuvers** through a Torrent are reduced by 1 Unit of Measurement. Artillery Units that cross the Torrent become **Shaken** (they receive 1 yellow marker).










**BRIDGE - Maneuver modifiers:** Along with the other terrain rules, only Formations with a **front** width of 1 can perform **maneuvers** across a Bridge. Units in a Formation that executes a **Charge maneuver** across the Bridge are temporarily **Shaken** (they DO NOT receive a yellow marker) and CANNOT give **support** to the ensuing combat.

# HOW TO PLAY

The battle on the 15th of June 1815 was extremely long and bloody. One complete game of *Waterloo: Enemy Mistakes* is composed of 19 turns. Each turn represents a half-hour of the battle that started at 11:30 and ended at 21:00. On turn VIII, the black (Prussian) army is introduced to the battle, according to the entrance procedure. The consequences of bombardment and combat may end the complete historical scenario before turn XIX. Each turn is divided into 3 sequential phases: **Initiative**, **Bombardment**, and **Execution**.

## ... TURN SEQUENCE ...

### Entrance of the black (Prussian) army

In the beginning of turn VIII, the black (Prussian) player must roll 1 die: if the result is  or  the player must execute the entrance into the battlefield. Otherwise, he must repeat the procedure in every subsequent turn whilst lowering the valid result by 1 (for example:  or  on the second try, ,  or  on the third, etc...).

When the black (Prussian) army obtains the entrance into the battlefield, its player must deploy Commander in Chief **Blücher** (B) and General **Bülow** (IV) with his Army Corps on the battlefield, inside the deployment area, with Formations in *contact* with entrance section III. At the start of the **subsequent turn** the black player must deploy General **Pirch** (II) with his Army Corps in the same way, with Formations in *contact* with entrance section II. The same operation is repeated on the **subsequent turn** with General **Ziethen** (I) and his Army Corps in *contact* with entrance section I. After entering the battlefield, the black army follows the normal rules.

## 1. Initiative



In this phase, each player receives a number of markers from the reserve of his own color. To calculate this number, each player rolls 1 die and then adds the number of his General counters associated with an Army Corps (therefore do not count General Ney), still on the battlefield, to the result.

In the first turn, the players will not compete for Initiative, because it is assigned, by Preparation, to the blue (French) player. Therefore, each player will place all of the markers, of his own color, in the Commander in Chief box, on the Command Table of his army.

From the second turn on, each player will compete to win Initiative: after receiving the markers of his own color, each player will secretly choose a number of markers (not less than 1) to bet, in order to win Initiative 1 (markers not used in the bet for Initiative will be *transformed* into Command points). Each player must individually bet without any prearrangement between allies.

Winning Initiative 1 allows the player to act first in the next two phases of the turn.

**Important:** all the markers bet to compete for Initiative will be lost (and placed back in the reserve).

When all of the players are ready, they will show their secret bets. **The player revealing the highest number of markers in his bet will win the Initiative for his army.** He will receive Initiative marker 1 (gold) and become the first player to act during this turn. **He also receives, as a reward, two extra markers** from his own reserve to add to the markers that he did not bet. If the black (Prussian) army is on the battlefield, the player with the second highest bet will then receive Initiative marker 2 (silver) and **1 extra marker from his own reserve.** He will be the second player to act in this turn.

**Important:** in the case of a draw between two or more players, the player with the highest Initiative in the previous turn wins the Initiative marker.

### Executing the entrance

Once the black (Prussian) player passes the entrance roll, he must deploy the Commander in Chief **Blücher** (B), General **Bülow** (IV), and all of the Units of his Army Corps, on the battlefield, inside the deployment area (see pg. 5). He can freely organize his Formations as long they each have at least one Unit in *contact* with entrance section III. He can choose to *attach* the General or the Commander in Chief. All the Formations deployed will receive a green marker.

Similarly, at the start of the **subsequent turn**, the black player must deploy General **Pirch** (II) and all of the Units of his Army Corps, on the battlefield, inside the deployment area. These Formations must be in *contact* with entrance section II.

The same operation is repeated on the **subsequent turn** with General **Ziethen** (I) and the Units of his Army Corps, which must be in *contact* with entrance section I.

### Effects of removal

**Elimination:** a Unit or General that is *eliminated* must be immediately removed from the battlefield. Once a Unit in a Formation is *eliminated*, the other friendly Units in the same column become *Shaken* (they will receive 1 yellow marker if they don't already have one). *Eliminated* Units will be tallied up at the end of the game by the value of their Victory points.

**Capture:** a Unit or General that is *captured* must be immediately removed from the battlefield. They are put away separately because, in the tally at the end of the game, the value of Victory points of the *captured* pieces will be doubled.

**Out of field:** a tile or counter that comes out of the battlefield, even partially, is considered *out of field* and must be immediately removed. They are put away separately because, in the tally at the end of the game, the value of Victory points of the *out of field* pieces will be halved (rounded down).

## Bombardment effects table

2	All Units supporting and executing the bombardment receive a Smoke token. The Unit that executed the bombardment is also <b>Shaken</b> (receives 1 yellow marker).
3/5	All Units supporting and executing the bombardment receive a Smoke token.
6/7	All Units supporting and executing the bombardment receive a Smoke token. The target of the bombardment suffers 1 Damage.
8/10	All Units supporting and executing the bombardment receive a Smoke token. The target of the bombardment suffers 2 Damage and must <b>Withdraw 1</b> . If the controlling player cannot <b>or</b> does not want to <b>Withdraw 1</b> , the Unit is <b>Shaken</b> (receives 1 yellow marker).
11+	All Units supporting and executing the bombardment receive a Smoke token. The target of the bombardment suffers 2 Damage, 1 Loss, and must <b>Retreat</b> (must <b>Withdraw 1</b> and receives 1 yellow marker).

### Dice modifiers

- 1 if the Artillery Unit is **Shaken** (yellow marker)
- 1 if the bombardment target is completely inside a Wood
- 2 if the bombardment target is completely inside a Town
- +1 if the bombardment target Unit is in column with 1 or more Units
- +1 if the bombardment target receives fire on the **rear**
- +1 for each friendly Artillery Unit in **support**

## Suffering Damages

**1** Every time that a Unit suffers Damage as per the effect of bombardment, its controlling player must roll 1 die. **ONLY** if he rolls a **6** or **5** will he suffer 1 Loss. The Loss is indicated with the proper token placed on the tile or counter. If a Unit's capacity to sustain Losses is reduced to zero, that unit is **eliminated**.

## Substitute Generals



At the end of Initiative phase 1, the players, who had Generals removed from the battlefield, must determine, in order of Initiative, the Substitute Generals. The player **rolls a die and if the obtained result is 6 or 5, he must place the Substitute General counter within two Units of Measurement from any Unit in his Army Corp.** With any other die result, the related Army Corps remains without command during the turn. If a substitution attempt fails, it will be repeated each subsequent turn lowering the valid results by 1 (for example: 6, 5 or 6 on the second try, 5, 4, 6 or 5 on the third, etc...). The characteristics of all Substitute Generals are: **rank** ★ and **generated Command points** 0 (zero). These are also printed on the counter, whilst the values of the related Command Table must be ignored for the rest of the battle.

## 2. Bombardment

Following the order of Initiative, the players can execute bombardment, with all Artillery Units on Foot, unfastened, and without a Smoke token. Once all of the players have had this opportunity this phase ends and they move to the next.

### Executing the bombardment

The current player may choose a target of bombardment, for each unfastened Artillery Unit on Foot in his army. The target must be an enemy Unit in its line of fire (even partially). The **line of fire** is placed in contact with the **front** of the Artillery Unit, making sure to not alter the position of the counter on the battlefield. Units marked with a Smoke token or that occupy an enemy area of **engagement** CANNOT execute a bombardment. **Unattached** Generals or **unattached** Commanders in Chief CANNOT be targets of bombardment.

### Line of fire

The **line of fire** is the area in **front** of a Artillery Unit represented by the gray ruler, (on the back of each ruler of measurement) which length is a maximum distance of 180 mm.

Any Unit touched by the **line of fire** can be a target of bombardment. A **line of fire** is interrupted before its maximum distance of 180 mm if all its width is occupied by a Unit **or** a Sunken Road, Hill, Wood, or **Planchenois** Town, unless the target Unit is on that terrain.

The player must roll **2 dice: modifiers (see table) to the final result of the bombardment will be applied ONLY if the unmodified result of the roll is higher than 5.** Apply the effects listed in the Bombardment effects table according to the final result of the bombardment.

**Exception:** when executing a bombardment, Artillery Units that are entirely inside a Hill may ignore Units (friendly **or** enemy) that cross their **line of fire**.

**Support:** unfastened Artillery Units on Foot that share the same bombardment target can **support** another Unit's bombardment as opposed to executing their own.

## The Grand Battery of General D'Erlon

Until Units **23**, **24**, and **9** of the blue (French) army are in Formation together, they represent the **Grand Battery** under the command of General **D'Erlon (I)**. It follows special rules: when a Unit from the Grand Battery executes a bombardment, adjacent Artillery Units on Foot that share the same bombardment target can **support** without receiving Smoke tokens.

### 3. Execution

This phase, compared to the others, is very complex, pay attention!

The Execution phase is composed of 5 subphases: **3.1 Assign**, **3.2 Issue Orders**, **3.3 Maneuver**, **3.4 Combat**, **3.5 End of Turn**. During each subphase, every player acts in order of Initiative, as current players. Once all players have acted in a subphase, the subphase ends and a new one begins. This process is repeated until the turn ends and a new turn begins.

#### 3.1 Assign

The current player may assign the markers of his own color, on the Command Table, from the Commander in Chief, to the Generals of his own army. The player will move the markers in the related box. These markers can then be **transformed** into Command points as needed. **It is not possible to assign more than 2 markers per General.** At the end of turn, each General CANNOT keep more than 4 markers on their related box on the Command Table.

Each marker placed in the Command Table can be **transformed** into 1 Command point.

Each General may **generate** other Command points, but because these generated Command points CANNOT be saved from one turn to the next, they are not represented with markers. The Commander in Chief does NOT **generate** Command points.

Command points (**transformed** and/or **generated**) are used to pay the General's (**attached** or **unattached**, or the **attached** Commander's in Chief) cost of issuing Orders to the Formations or Units of his own Army Corps during battle.

After the current player completes the assignment of the markers of his own color on the Command Table, he may then move the General and Commander in Chief counters, on the battlefield. He can move these counters up to 2 Units of Measurement in any direction and may **attach** them to a Unit (see pg. 7).

#### 3.2 Issue Orders

The current player chooses, in any order, whether a General will issue Orders. Each General can issue any number of Orders to Formations in his Army Corps **or** to the Formation to which the General is **attached** (exception: Units in **Recovery**, marked in orange, CANNOT receive Orders except RECOVER). Generals issue Orders by spending their available Command points (**generated** or **transformed**). If the Command points are **generated** they can be used to issue Orders only to 1 Formation. ★★★★★ Generals are the exception because they can spend their **generated** Command points to issue Orders to more than 1 Formation in their Army Corps. When spending **transformed** Command points, the markers are removed from the Command Table and placed in the reserve.

**Important:** in this subphase it is NOT possible to issue more than 1 Order to each Formation.

There are 4 types of Orders: PUT IN MOVEMENT, KEEP IN MOVEMENT, RECOVER, REDEPLOY. The General must spend 1 added Command point to issue Orders to a Formation, if all of its Units are NOT **visible**. A Unit is NOT **visible** if the General's line of sight crosses a Hill, Wood, or **Planchenois** Town, unless the Unit is on that terrain.

Once a player has issued all of his Orders, then play moves on, in the order of Initiative, to the next player until the end of this subphase.

#### General Orders to Formations

**PUT IN MOVEMENT any 1 Formation of his Army Corps:** to issue the Order PUT IN MOVEMENT the General must spend 1 Command point, plus 1 added point for each Unit of the Formation. With a cumulative cost of 5 Command points, the General can issue the Order PUT IN MOVEMENT to a Formation of any number of Units. If the Formation is **mixed** (composed of Infantry and Cavalry), the General must then spend another 1 Command point. The Formation receiving the Order PUT IN MOVEMENT is marked in green. The Artillery Units in the Formation must fasten their Horse Team. A Formation PUT IN MOVEMENT (without a green marker) may be **split** into two parts.

#### Withdraw

**Withdraw** is an effect that forces the movement of Units on the battlefield in the opposite direction to the **front**, without change to orientation. An Artillery Unit that must **Withdraw**, must fasten the Horse Team.

A Unit that must **Withdraw** because of a **melee** effect, CANNOT start combat nor give **support** in the subsequent **melee**.

**Important:** a Unit that must **Withdraw** can never get closer to the Unit that caused the withdrawal. If a Unit CANNOT **Withdraw** because of any reason, it will receive a yellow marker. If the Unit has already a yellow marker it will instead suffer 1 Loss.

#### Exceptions:

if the Unit is a bombardment target and it is fired on the **rear**, it CANNOT **Withdraw**.

if the Unit must **Withdraw** and is in **contact** with a friendly Unit (up to depth 2\*), both Units must **Withdraw 1**.

if the Unit must **Withdraw** and it moves partially, ending in **contact** with a friendly Unit, the **Withdraw** effect is considered resolved.

if the Unit must **Withdraw** and is in **contact** with friendly Units (depth 3+\*), the first 2 Units from the **melee front** are **Shaken** (they receive a yellow marker if they don't already have one).

(\*) If Units in **contact** with friendly Units of other Formations must **Withdraw**, calculate the cumulative depth of the Formation even if the **front** of all of the Units is not oriented in the same direction and even if the Formations are NOT considered united.

#### Retreat

An Infantry or Cavalry Unit in **Retreat** must **Withdraw 1** and receive a yellow marker.

#### Routed

When a Unit has 2 yellow markers it is **Routed**. A **Routed** Unit must **Withdraw 2**, if it CANNOT, the Unit is **captured**. The Order Recovery cannot be issued to **Routed** Units. A **Routed** Unit is **eliminated** at the end of the turn.

## Advance

**Advance** is a *maneuver* that allows movement of Formations IN MOVEMENT (marked in green), on the battlefield. The movement is in the direction of the *front* with possible changes in orientation.

The number (for example **Advance 1**) indicates the maximum number of Units of Measurement and is determined by the *front* width (see pg.7).

Formations composed of only Light Cavalry Units can **Advance +1** (1 extra Unit of Measurement).

Once the Formation meets an enemy area of *engagement* it CANNOT **Advance** further.

## Fall Back

**Fall Back** is a *maneuver* that allows the movement of Formations in the opposite direction of the *front*, without changing their orientation on the battlefield.

The number (for example **Fall Back 1**) indicates the maximum number of Units of Measurement. An Artillery Unit that must **Fall Back** must fasten the Horse Team.

If a Unit must **Fall Back**, but it CANNOT, because of any circumstance, it will instead suffer 1 Loss.

## Charge

**Charge** is the only *maneuver* that allows the movement of Formations, on the battlefield, to bring them in *contact* with the enemy. The movement is in the direction of the *front*, with possible changes in orientation.

The number (for example **Charge 1**) indicates the maximum number of Units of Measurement that a Unit can move, in order to get in *contact* with an enemy Unit. The Unit that executes the **Charge maneuver** must get in *contact* with the enemy Unit whose area of *engagement* was the first to be occupied.

Units CANNOT **Charge** enemy Units of a Formation which already has Units in *contact* with enemy Units.

**Important:** when a Unit is **Charged**, remove the green marker from its Formation. All Command points stored on the Command Table of its General are lost as well.

One part may receive the Order PUT IN MOVEMENT, spending the related Command points, the other part remains stationary (without a green marker). **United** Formations, belonging to different Army Corps, must be *split* if they don't receive the Order PUT IN MOVEMENT from each associated General.

**KEEP IN MOVEMENT any 1 Formation of his Army Corps already marked in green:** to issue this Order, the General must spend 1 Command point. If a Formation with a green marker from the previous turn does not receive this Order, then it will lose the green marker at the end of subphase 3.2 Issue Orders. Consequently, the Formation CANNOT execute *maneuvers*.

**RECOVER SHAKEN (marked in yellow) Units of any one Formation of his Army Corps:** to issue this Order the General must spend 2 Command points for each **Shaken** Unit of the Formation he wants to RECOVER. The yellow marker is removed from these Units.

**REDEPLOY any number of Formations of his Army Corps:** to issue this Order, the General must spend 2 Command points. The General must spend another 1 Command point if he wants to REDEPLOY *mixed* Formations (composed of Infantry and Cavalry). Units executing the Order REDEPLOY can move up to 2 Units of Measurement in any direction, ignoring any terrain restriction. The Formations CANNOT REDEPLOY towards the enemy, meaning – that as effect of this Order – Units cannot be placed closer to the enemy than the closest Unit of the Formation was, before executing the Order. The Order REDEPLOY allows the Units to modify the orientation of their *front*. Artillery Units on Foot can execute the Order REDEPLOY ONLY if they do NOT have the Smoke token. Remove the green marker (if there is one) from a Formation that (even only a part of it) has executed the Order REDEPLOY. After executing the order REDEPLOY, the number and composition of Formations can change.

## Redeploy the Grand Battery of General D'Erlon

General D'Erlon must issue a specific Order REDEPLOY (spending 2 Command points) just to the Formation of the Grand Battery, in respect to the other Formations of his Army Corps (I).

At the end of this subphase, remove all of the green markers from all of the Formations that did not receive the Orders PUT IN MOVEMENT **or** KEEP IN MOVEMENT.

## Move out of sequence

A player can move his Formations anticipating *maneuvers* of other players with better Initiative. The cost is 4 Command points for each Unit that “moves out of sequence” (the modifiers, due to the position and *visibility* between the General and the Unit, must be applied). By paying this cost, the Units that “move out of sequence” can execute the Order REDEPLOY **or** they can execute any *maneuver*.

## 3.3 Maneuver

In order of Initiative, each player can execute *maneuvers* with every Formation IN MOVEMENT (marked in green). These Formations can execute 1 of the following types of *maneuvers*: **Advance**, **Fall Back 1**, or **Charge**. Once a player has executed all of his maneuvers, play moves on, in the order of Initiative, to the next player until the end of this subphase. If a Formation executes a *maneuver*, all of its Units must then act in the same way **or** the Formation must be *split* in two. No *maneuver*, besides **Charge**, can occupy an enemy area of *engagement*, unless the enemy Unit is already in *contact* with enemy Units **or** unless the area of *engagement* of the enemy Unit is already occupied by enemy Units NOT in *contact* with friendly Units.

If two Formations belonging to the same Army Corps end a *maneuver* in *contact*, from the next turn on, these Formations can be considered **united**.

## Moving through friendly Units

A Formation, during a *maneuver*, can move through friendly Units, as long as these Units are not part of a Formation IN MOVEMENT (marked in green).

A Unit becomes *Shaken* if it moves through a *Shaken* Unit. Likewise, if a *Shaken* Unit moves through a Unit, they will become *Shaken* as well (the Units will receive a yellow marker unless they have one already).

## Execute maneuvers

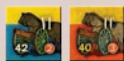
**Advance:** to execute the *maneuver*, the current player calculates the *Advance* number of the Formation IN MOVEMENT. Then he must place his ruler of measurement on the *flank* of any Unit of the Formation, he can rotate the ruler pivoting on the corner of the *front* that is opposite the direction of the *maneuver*. Once the direction is set, he moves up to the Formation the maximum distance with the *flank* of the Unit sliding along the ruler. Once the *maneuver* is completed, the player CANNOT modify it **or** repeat it.

**Fall Back 1:** the player places his ruler of measurement on the *flank* of the Unit that must *Fall Back 1*. Once the direction is fixed he moves back the Formation by 1 unit of measurement.

**Charge:** the current player calculates the *Charge* number of the Formation IN MOVEMENT executing the Order. Then he must place his ruler of measurement on the *flank* of a Unit of the Formation, he can rotate the ruler pivoting on the corner of the *front* that is opposite the direction of the *maneuver*. Once the direction is set, he moves the Formation – with the *flank* of the Unit sliding along the ruler – until it's in *contact* with the enemy Unit. Artillery Units NOT in Formation with Infantry and/or Cavalry CANNOT execute the *Charge maneuver*.

## Unfastening Artillery Units from Horse Teams

At the end of Maneuver subphase 3.3, all **Artillery Units**, even if in Formations NOT IN MOVEMENT (hence without the green marker), may **unfasten from the Horse Team**.



Artillery Horse Units CANNOT give *support* to the combat if they are fastened to the Horse Team **or** during a turn in which they both fastened and unfastened the Horse Team.



Artillery Horse Units of the black (Prussian) army CANNOT unfasten the Horse Team during a turn in which they fastened the Horse Team.



**Artillery Units on Foot** can **unfasten the Horse Team** only if they did NOT fasten the Horse Team **or** if they did NOT execute any *maneuver* during the turn.

**Attention:** if the Artillery Unit fastened to the Horse Team is the *contact* element between two adjacent Units, then unfastening the Horse Team without executing the Order REDEPLOY may *split* the Formation.

## Split Formations

When a Formation is *split*, the Formations are divided at their *contact* point by the distance equal to the width of the ruler of measurement. If a Formation is *split* while executing the Order PUT IN MOVEMENT **or** a *maneuver*, then one part of the Formation keeps the green marker whilst the other part remains stationary (without a green marker)

When a Formation is *split* because of any other game effect, the orange or green markers must be placed on both newly formed Formations.

## Area of Engagement

Each Unit has an area of *engagement* consisting of 1 Unit of Measurement along the arc formed by the *front* and the two *flanks* of the tile or counter.

A Unit of a Formation that does NOT execute a *Charge maneuver* CANNOT occupy an enemy area of *engagement*, unless the enemy Unit is already in *contact* with enemy Units **or** unless the area of *engagement* of the enemy Unit is already occupied by enemy Units NOT in *contact* with friendly Units.

**Important:** if a Unit has an enemy Unit that is at the limit of its area of *engagement* (its distance is exactly 1 Unit of Measurement) then its area of *engagement* is considered occupied, but it does not force the Unit to execute a *Charge*.

## Charge against Artillery


When an enemy Unit executes a *Charge* against a **fastened** Artillery Unit, then:

- if it is an Artillery Unit on Foot it may *Withdraw 1*;
- if it is an Artillery Horse Unit it may *Withdraw 2*.

In any case, if the attacking enemy Unit can complete the *maneuver* and stays in *contact* with the Artillery Unit, the Artillery Unit is then *captured*.

When an enemy Unit executes a *Charge* against an **unfastened** Artillery Unit, then its player can defend its Artillery Unit with an Infantry or Cavalry Unit in the same Formation by switching the position of the pieces without altering the *front* and the orientation. The defended Artillery Unit must stay in Formation with the defending Unit and it can give *support*. Otherwise the Artillery Unit is *captured*.



## Melee effects

Both players participating in the *melee*, roll 1 die and apply the allowable modifiers (described on the next page) to the die result in order to obtain the final result. If there is a  among the Units involved in the *melee*, its controlling player can choose to reroll the die but the second result cannot be changed.

The player with the lower final result calculates the difference between the results, and applies the *melee* effects to his Unit (no effects are applied if the results are the same).

0/1	Both Units in <i>melee</i> stay in <i>contact</i> .
2/3	Your own Unit in <i>melee</i> must <b>Withdraw 1</b> . If it is an Artillery Unit, it is then <b>captured</b> . Pursuit Opportunity (except in Step D. Defense Reinforcements).
4	Your own Unit in <i>melee</i> must <b>Retreat</b> . If it is an Artillery Unit, it is then <b>captured</b> . Pursuit Opportunity (except in Step D. Defense Reinforcements).
5+	Your own Unit in <i>melee</i> is <b>Routed</b> . Pursuit Opportunity (except in Step D. Defense Reinforcements).

## Suffer Damages

**1** Each player that participated in the *melee* must roll 1 die for each enemy Unit participating in the *melee*. Each  or  will result in a Loss for his own Units participating in the combat. The controlling player can distribute the Losses between the Units with the following limitations:

- The Unit that started the combat CANNOT suffer fewer Losses than the other friendly Units.
- Units CANNOT suffer more Losses than their capacity to sustain Losses.

If a Unit's capacity to sustain Losses is reduced to zero, it is **eliminated**.

## 3.4 Combat

Combat starts if enemy Units are in *contact*. The current player decides the sequence of combat resolutions. During combat, the Unit belonging to the Formation IN MOVEMENT (marked in green) is **the attacker and the adversary is the defender**.

A Unit can start only in 1 combat per turn.

Combat is composed of 5 sequential steps: **Attack, Counterattack, Attack Reinforcements, Defense Reinforcements, Result**). Once a player has resolved this combat subphase, then play moves on, in the order of Initiative, to the next player until the end of this subphase.

**A. Attack:** *melee* ensues.

**B. Counterattack:** if allowed, the defensive player can choose to *melee* a second time with a temporary inversion of roles (from defender to attacker).

**C. Attack Reinforcements:** in this step, it is possible to generate a third *melee* opportunity. This happens when the attacking player's Formations without an orange marker (except the Formation of the Unit that started the combat, unless it was already in *contact* at the start of this step) have their area of *engagement* occupied by one of the Units of the defending Formation involved in the combat. If the above condition is satisfied then the attacking Formations may **Charge** (even without a green marker) the defending Unit.

**D. Defense Reinforcements:** in this step, it is possible to generate a last *melee* opportunity. This happens when the defending player's Formations without an orange marker (except the Formation of the Unit that started the combat, unless it was already in *contact* at the start of this step) have their area of *engagement* occupied by one of the Units of the attacking Formation involved in the combat. If the above condition is satisfied then the defending Formations may **Charge** (even without a green marker) the attacking Unit.


**E. Result:** verify the result of the combat. All Formations participating in the combat (even if in *support*) receive 2 orange markers.

### Melee

Resolve the *melee* through the *front* of the attacking Unit in *contact* (even just a corner) with an enemy Unit.

**Exception:** if the *melee* Units are in *contact* exactly on the corner of the tile or counter then the defensive player decides the sides (*front/flank* or *flank/rear*).

If the number of the attacking Units in *contact* is more than 1, the Unit that will start the combat must be the one with most *contact* length measured along the *front* (the attacking player chooses the Unit, if the *contact* length is even).

Both players, participating in the *melee*, roll 1 die and apply the proper die modifiers to the die result in order to obtain the final result. If 1 of the Units involved in the *melee* is a , its controlling player can choose to reroll the die but the second result cannot be changed.

Compare the results of the players. **The player with the lower result calculates the difference between the results and applies the *melee* effects** (no effects are applied if the results are the same).

### Support to melee

In order to give *support*, a Unit must be in Formation and in *contact* (even just a corner) with the Unit that is participating in the *melee*. Giving *support* is the same as participating in the *melee*.

A Unit CANNOT give *support* if it has an enemy Unit within 1 Unit of Measurement from its *front* or if it is in *contact* with enemy Units.

Artillery Units can give *support* if their area of *engagement* is occupied by the enemy Unit.



## Pursuit

Units can obtain the Pursuit opportunity as a *melee* effect. The player must decide from among the type of Units that participated in the *melee* (except Artillery Units) and roll 1 die, applying any possible modifiers. If the final result, is or all the Units of that type must resolve the Pursuit by executing the *Charge maneuver* (no green marker needed) against the enemy Unit in *Withdraw* or, if this is not possible, against an enemy Unit in Formation:

- **Infantry Units:** must execute a *Charge 1 maneuver*, except against Cavalry Units.
- **Cavalry Units:** may move additional Units of Measurement along one of the *flanks* and they must execute a *Charge 2 maneuver*, freely moving through friendly Units in Formation.

If necessary, following the same procedure, the player must roll 1 die a second time for the other type of Units. Units of Formations in *Recovery* (marked in orange) cannot resolve a Pursuit.

**Exceptions:** if the Unit is still in *contact* with the enemy Unit that executed a *Withdraw* after the *melee*, then the Pursuit opportunity against this Unit resolves in an automatic success.

### Die modifiers

- 2 if the Pursuit is executed by a *Shaken* Unit (marked in yellow)
- 1 if the Pursuit is executed by a Unit
- +1 if the Pursuit is executed by a Cavalry Unit
- +/-1 (as the player wants) if the Pursuit target Unit is a or higher
- +/-1 (as the player wants) if its General is within 2 Units of Measurement
- +/-2 (as the player wants) if its or higher General is within 2 Units of Measurement
- the terrain modifier is subtracted if at least one Unit of the Formation used it during combat

## Result of Combat

Each player rolls 1 die for each Formation participating in the combat and then chooses 1 of the obtained results. After applying the possible die modifiers, the player with the highest final result (or the current player if it is a draw) subtracts the final result of the other player.

### Die modifiers

- +/- (as the player wants) the rank of the *attached* General (4 for the Commander in Chief)
- +/- the terrain modifier if at least one Unit of the Formation used it during combat
- 1 if at least one participated in the combat
- +3 for each Unit that received 2 yellow markers\*
- +2 for each Unit that received 1 yellow marker\*
- +1 for each Unit that executed a *Withdraw*\*

(\*) A Unit receives only the highest modifiers from among these.

The number resulting from the subtraction must be halved (rounded up) and applied to a *Fall Back maneuver* that must be immediately executed by all of the player's Formations (even NOT IN MOVEMENT) that participated in the combat. If the *maneuver* is *Fall Back 4* or more, the Units of the Formation are also *Shaken* and they receive 1 yellow marker (unless they already have one, in which case they suffer 1 Loss). 1 Unit (chosen by the player) per each Formation executing the *Fall Back maneuver* suffers 1 Loss.

Then all the Formations that participated in the combat must receive 2 orange markers.

Artillery Units that participated in the combat must fasten the Horse Team.

If an *attached* General (or Commander in Chief) was in the Formation, then its player must roll 2 dice to determine if the General (or Commander in Chief) is *eliminated* (see pg.7).

## Melee modifiers

**Attention:** if a Unit is *Charged* on its *flanks* it is then considered temporarily *Shaken* (but it does NOT receive the yellow marker) during the ensuing *melee*; if the Unit was already *Shaken* (already marked in yellow) the effect is ignored.

### Die modifiers

#### for Units of any type

- +/- the terrain modifier (see pg. 10)
- +1 if the attacker executes a *Charge maneuver* (except *Charge 0*)
- +1 if the General or Commander in Chief is *attached* to the Formation
- +1 if a Unit with a or higher is in *melee*
- +1 if in *melee* against a Unit that executed a *Withdraw* (**attention:** do not apply if an Infantry Unit is in *melee* against a Cavalry Unit)
- +1 (max +2) for each Unit of the same type in *support*
- +1 if a Unit in *melee* is on Hill, NOT IN MOVEMENT (without green markers)
- 1 if a Unit in *melee* is a
- 1 if a Unit in *melee* is *Shaken* (it becomes -2 if it is a *Shaken* Infantry Unit attacked by a Cavalry Unit)

#### for Infantry Units

- +X add the Fire Discipline value if the *melee* is between Infantry Units
- +1 if a Infantry Units is in *melee* with the *support* of a Cavalry Unit, NOT *Shaken*, against a Cavalry Unit
- +2 if a Infantry Units is in *melee* with the *support* of a Cavalry Unit, NOT *Shaken*, against a Infantry Unit

#### for Cavalry Units

- +1 if a Medium Cavalry Unit is in *melee* against a Light Cavalry Unit
- +1 if a Heavy Cavalry Unit is in *melee* against a Medium Cavalry Unit
- +1 if a Cavalry Unit is in *melee* with the *support* of an Infantry Unit, NOT *Shaken*
- +2 if a Heavy Cavalry Unit is in *melee* against a Light Cavalry Unit
- 2 if a Cavalry Unit in *melee* is attacking an Infantry Unit NOT *Shaken* (except *Charge 1* or less – but NOT *Charge 0* – or if it must *Charge* to resolve a Pursuit)

#### for Artillery Units

- +1 for each Artillery Unit in *support*

## Strategy Guide

A free in-depth strategy guide is downloadable from our site SirChesterCobblepot.com. In this helpful publication, the rules are examined in further detail, with answers to frequent questions that, during playtesting, were asked by the developers and players.

## Notes on sources

When choosing the names of the Generals and Towns, the authors decided to rely on certain historical sources of reference. It is possible then to find differences, as example, between the past and present day name of towns.

## 3.5 End of Turn

In this subphase, in sequence:

- **Routed** (2 yellow markers) Units are *eliminated*;
  - Remove **1 orange marker** from each Formation that has them;
  - Remove the **Smoke token** from each Artillery that has one;
  - Remove **all of the markers** stored in the Commander in Chief box on the Command Table;
  - Remove the **extra markers** from Generals that store more than 4 markers on their Command Table box (put them in reserve). Remove also the **blue markers from General Ney** box on the Command Table (if General Ney is in play according to the optional rule);
  - All enemy Units still in *contact* must be *split*.
- Advance the counter in the turn tracker and a new turn begins.

### End of the last turn of the game

If the game has been played with the **complete historical scenario**, at the end of **turn XIX** the battle ends. Every player tallies the Victory points 🏆. The player with most Victory points is the winner.

If the game has been played with an **alternative scenario**, read all its rules to define when the battle ends.

## END OF THE GAME

When the game ends, proceed to the tally of the Victory points 🏆.

Each enemy General, Unit or Garrison, removed from the battlefield, adds Victory points 🏆 to the tally. Their value, in Victory points 🏆, is usually printed on the back of the tile or counter. Otherwise the values are printed below. Historical objectives also add Victory points 🏆 to the tally. If the historical objective is contested with the enemy, hence NOT exclusively achieved, it CANNOT be scored:

- **Blue (French) army:** 🏆<sup>50</sup> if a blue Unit exclusively touch the Town of **Mont St. Jain**. Enemy Generals removed from the battlefield: 🏆<sup>6</sup> **Prince Orange (I)**; 🏆<sup>18</sup> **Hill (II)**; 🏆<sup>18</sup> **Picton (R)**; 🏆<sup>18</sup> **Uxbridge (C)**; 🏆<sup>36</sup> **Blücher (B)**; 🏆<sup>12</sup> **Ziethen (I)**; 🏆<sup>12</sup> **Pirch (II)**; 🏆<sup>12</sup> **Bülow (IV)**; 🏆<sup>6</sup> **Substitute**.
- **Red (English) army:** 🏆<sup>20</sup> if it keeps **Haye Sainte** Garrison (III) and 🏆<sup>30</sup> if it keeps **Hougoumont** Garrison (II). Enemy Generals removed from the battlefield: 🏆<sup>12</sup> **Drouot (G)**; 🏆<sup>12</sup> **D'Erlon (I)**; 🏆<sup>18</sup> **Reille (II)**; 🏆<sup>12</sup> **Lobau (VI)**; 🏆<sup>18</sup> **Kellermann (III)**; 🏆<sup>12</sup> **Milhaud (IV)**; 🏆<sup>12</sup> **Ney** (if in play); 🏆<sup>6</sup> **Substitute**.
- **Black (Prussian) army:** 🏆<sup>20</sup> if a black Unit exclusively touch the Town of **Belle Alliance** and 🏆<sup>30</sup> if a black Unit exclusively touch the Town of **Planchenois**.

## Short Alternative Scenario

If you want to play a faster game, that doesn't exactly replicate the historical events of the battle, but instead assumes that the Prussian army never arrived to help the army of the Seventh Coalition, finish the game at the end of turn VII. The objective of this short scenario for the blue army (French) will be the removal of the **Hougoumont (II)** and **Haye Sainte (III)** Garrisons and the sole control of both Towns. The objective for the red army (English) is the defense of the same objectives.

## Free Scenario

**Basic Version:** the battle ends in whichever turn agreed among players at the start of the game. The tally of the Victory points 🏆 is calculated by summing the values of the Units removed from the battlefield and by also adding the number of Losses inflicted on the enemy Units still on the battlefield, these are considered additional Victory points 🏆. The player with the highest Victory points 🏆 is the winner.

**Advanced Version:** the game is played and scored like in the basic version. Add to the tally, Victory points 🏆 for every Town occupied solely by Units of one army: 🏆<sup>5</sup> for **Fricherfont**, 🏆<sup>5</sup> for **Smohain**, 🏆<sup>5</sup> for **Papelotte** and 🏆<sup>5</sup> for **Haye Sainte**; 🏆<sup>10</sup> for **Hougoumont** and 🏆<sup>10</sup> for **Braine-Laleud**.

## Scenario Ready for Three Players

The game starts at turn VIII with Commander in Chief **Blücher** and General **Bülow** with his own IV Army Corps deployed in area III as described in the rules. The game follows the normal rules. The Victory points 🏆 at the end of the game are tallied as described in the free scenario.

## Scenario With Free Deployment

**Basic Version:** follow the indications of the Free Scenario. Add these stipulations connected to the deployment: do not deploy the two red (English) Garrison counters of **Hougoumont (II)** and of **Haye Sainte (IIS)**; the red (English) army freely deploys its units inside the area delimited by the Bridge of Town **Smohain** until Town **Braine-Laleud**. The blue (French) army freely deploys its units inside the area delimited by Town **Frichermont** until **Belle Alliance**.

**Three Player Version:** combine the rules described in the basic version of this scenario with the rules of the Scenario Ready for Three Players.

**Advanced Three Player Version:** the game is played and scored like in the previous version. Add to the tally, Victory points 🏆 for every Town occupied solely by Units of one army: 🏆 for **Frichermont, Papelotte, Haye Sainte, Hougoumont, Braine-Laleud, Merbe-Braine, Hanotelet, Maransart, Planchenois** and **Belle Alliance**.

**Thanks for playing with us!**

## Tips from the Authors

During the game, each time a player wants to execute a game action, he must declare it to the opposing players and obtain their permission to act after they have had a chance to verify the regularity of the action. This is especially true for game actions involving the movement of components on the gameboard.

Each player should verify and check the correct execution of his opponents' actions. If a component does not have enough space to execute a game action, then that action CANNOT be executed.

If, after interpreting the rules and using common sense, players are in disagreement about how to proceed with the game, we suggest that they use chance to resolve the issue: the current player throws a die after calling "even number" or "odd number." The result of die then decides if the action is permissible and legitimate.

Keep in mind that these rules have been developed during the course of ten years of playing games and Napoleonic scenarios for large-dimensioned tables. Proper and necessary decisions have been made in order to adapt the rules to the requirement of a board game accessible even to the less experienced players, but a major effort has been made in order to not compromise the grandiosity of the military occurrence respectfully celebrated in this game.

Our work, however, does not end here and we are open to suggestions from other board game enthusiasts, in order to further improve our game. Do not hesitate to write your ideas to us at:

[info@sirchestercobblepot.com](mailto:info@sirchestercobblepot.com)

## Turn sequence

1. Initiative
2. Bombardment
3. Execution

### 3.1 Assign

### 3.2 Issue Orders

PUT IN MOVEMENT

KEEP IN MOVEMENT

RECOVER

REDEPLOY

### 3.3 Maneuver

Advance

Fall Back

Charge

### 3.4 Combat

A. ATTACK

B. COUNTERATTACK

C. ATTACK REINFORCEMENTS

D. DEFENSE REINFORCEMENTS

E. RESULT

### 3.4 End of Turn

## Bombardment effects table

2	All Units receive a Smoke token. The Unit that executed the bombardment is also <i>Shaken</i> .
3/5	All Units receive a Smoke token.
6/7	All Units receive a Smoke token. The target suffers 1 Damage.
8/10	All Units receive a Smoke token. The target suffers 2 Damage and must <i>Withdraw 1</i> or is <i>Shaken</i> .
11+	All Units receive a Smoke token. The target suffers 2 Damage, 1 Loss, and must <i>Retreat</i> .


### Dice modifiers

- 1 if the Artillery Unit is *Shaken*
- 1 if the target is inside a Wood
- 2 if the target is inside a Town
- +1 if the target is in column with 1 or more Units
- +1 if the target receives fire on the *rear*
- +1 for each friendly Artillery Unit in *support*

## Suffering Damages



If you roll a  or  you suffer 1 Loss.

## Melee effects

Both players roll 1 die and apply the allowable modifiers. If there is a  among the Units its controlling player can reroll the die. The player with the lower final result calculates the difference.

0/1	Both Units stay in <i>contact</i> .
2/3	Your own Unit must <i>Withdraw 1</i> . Pursuit Opportunity.
4	Your own Unit must <i>Retreat</i> . Pursuit Opportunity.
5+	Your own Unit is <i>Routed</i> . Pursuit Opportunity.

## Suffering Damages


Each player must roll 1 die for each enemy Unit participating in *melee*: each  or  will result in a Loss for his participating Units, distributing them with the following limitations:

- The Unit that started the combat CANNOT suffer fewer Losses than the other friendly Units.
- Units CANNOT suffer more Losses than their capacity to sustain Losses.

## Result of Combat

Each player rolls 1 die for each Formation and chooses 1 of the obtained results: the player with the highest final result (or the current player if it is a draw) subtracts the final result of the other player.

### Die modifiers

- +/- (as the player wants) the rank of the *attached* General (4 for the Commander in Chief)
- +/- the terrain modifier if at least one Unit of the Formation used it during combat
- 1 if at least one  participated in the combat
- +3 for each Unit that received 2 yellow markers\*
- +2 for each Unit that received 1 yellow marker\*
- +1 for each Unit that executed a *Withdraw*\*

(\*) A Unit receives only the highest modifiers from among these.

The number resulting from the subtraction must be halved (rounded up) and applied to a *Fall Back maneuver* that must be immediately executed by all of the player's Formations.



Then all the Formations that participated in the combat must receive 2 orange markers.

## Melee modifiers

A Unit *Charged* on its *flanks* it is considered temporarily *Shaken*.

### Die modifiers

#### for Units of any type

- +/- the terrain modifier (see pg. 10)
- +1 if the attacker executes a *Charge maneuver* (except *Charge 0*)
- +1 if the General or Commander in Chief is *attached* to the Formation
- +1 if a Unit with a  or higher is in *melee*
- +1 if in *melee* against a Unit that executed a *Withdraw* (**attention:** do not apply if an Infantry Unit is in *melee* against a Cavalry Unit)
- +1 (max +2) for each Unit of the same type in *support*
- +1 if a Unit in *melee* is on Hill, NOT IN MOVEMENT (without green markers)
- 1 if a Unit in *melee* is a 
- 1 if a Unit in *melee* is *Shaken* (it becomes -2 if it is a *Shaken* Infantry Unit attacked by a Cavalry Unit)

#### for Infantry Units

- +X add the Fire Discipline value if the *melee* is between Infantry Units
- +1 if a Infantry Units is in *melee* with the *support* of a Cavalry Unit, NOT *Shaken*, against a Cavalry Unit
- +2 if a Infantry Units is in *melee* with the *support* of a Cavalry Unit, NOT *Shaken*, against a Infantry Unit

#### for Cavalry Units

- +1 if a Medium Cavalry Unit is in *melee* against a Light Cavalry Unit
- +1 if a Heavy Cavalry Unit is in *melee* against a Medium Cavalry Unit
- +1 if a Cavalry Unit is in *melee* with the *support* of an Infantry Unit, NOT *Shaken*
- +2 if a Heavy Cavalry Unit is in *melee* against a Light Cavalry Unit
- 2 if a Cavalry Unit in *melee* is attacking an Infantry Unit NOT *Shaken* (except *Charge 1* or less - but NOT *Charge 0* - or if it must *Charge* to resolve a Pursuit)

#### for Artillery Units

- +1 for each Artillery Unit in *support*