

Just about every subscriber to 'Strategy & Tactics' owns a copy of 'Napoleon at Waterloo', but how many have played it more than once I wonder? The reasons vary from game snobbery (too simple) to lack of realism (does not play like the real battle). Whilst I have little sympathy with the first viewpoint (I was 'weaned' on 'Combat Command') I can sympathise with the second.

IMPROVING THE BASIC

Napoleon at Waterloo

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A. Allied Strongpoints

One of the basic flaws is that the strongpoints of the Anglo-Dutch line i.e. Hougomont and La Haye Sainte collapse too easily. To counter this, the following changes in the order of battle are made:

- 1) The 1-4 counter in Hougomont wood is replaced by the 2-4 Brunswick counter (on the North edge of Merbe).
- 2) The 1-4 counter is placed in La Haye Sainte, and the 3-3 artillery counter is placed to the rear of La Haye Sainte.

Both Hougomont and La Haye Sainte are tripled in defensive strength i.e. the units occupying them triple their printed strength for defense only.

B. Prussian entry

The Prussians did not in fact all arrive at 2pm, it just was not possible in the circumstances, as they were strung out over several miles.

After trying a few solutions in actual games, the best solution appears to be as follows:

1) At 2pm one 5-4 infantry unit and two 3-5 cavalry units.



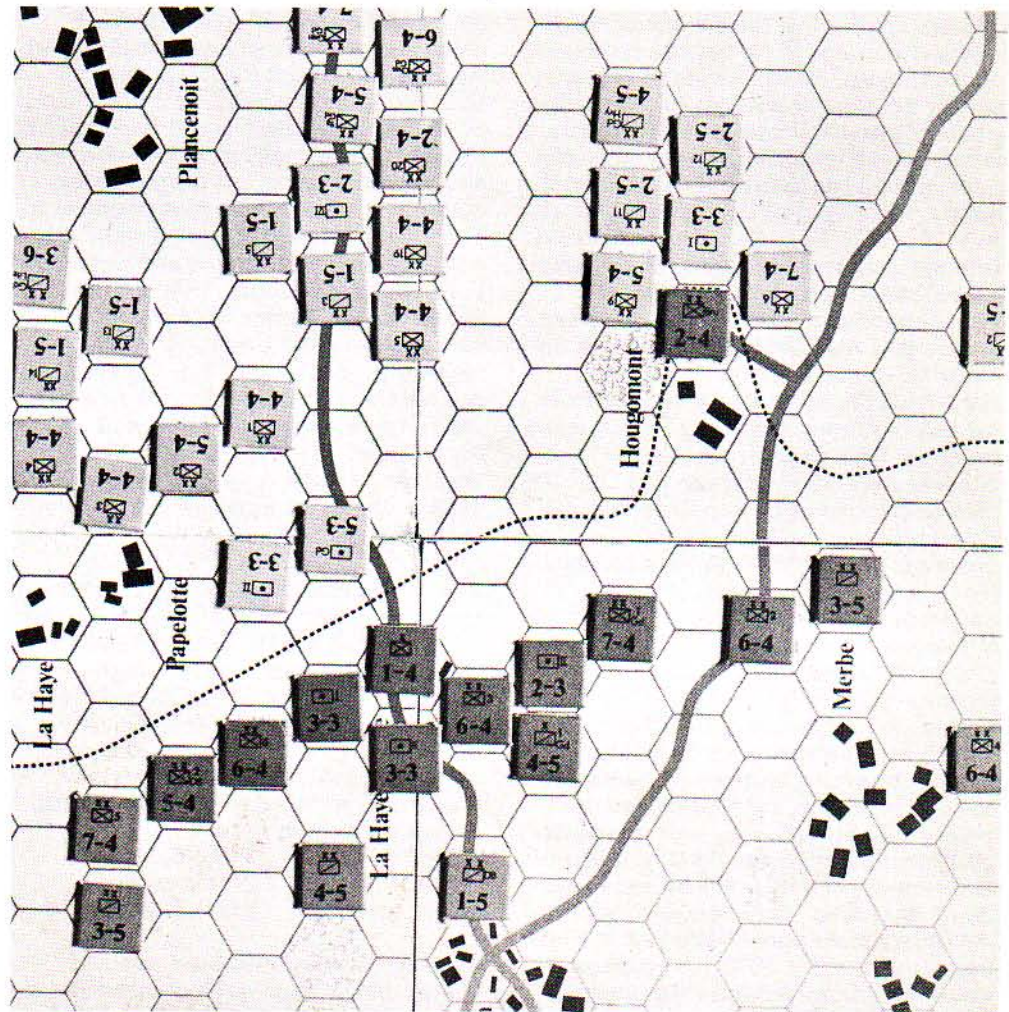
2) At 4pm one artillery unit and two 4-4 infantry units.



3) At 6pm one 3-3 artillery unit and two 4-4 infantry units.



This is in contravention of the rules of the basic game, it undoubtedly gives an advantage to the French player by slowing down Allied reinforcements.



C. The French Right Wing

Since the French were unaware of the Prussian advance until they reached the line marking the edge of our game map, it would be unrealistic to allow the French player to deploy to meet the Prussians on entry.

Rule No French unit may move within 6 hexes of the Eastern map edge during the first two game turns i.e. before 3pm.

This rule counters the rule for Prussian entry outlined in 'B' above neatly without taking away the priceless advantage of time.

D. The Imperial Guard

Whilst Napoleon was often liable to commit the cavalry of the Guard at an early stage in his battles, the infantry of the Guard was

often held in reserve until the point of crisis arrived – sometimes, as at Borodino, the Grenadiers were not committed to battle at all.

In the 'Borodino' simulation, an optional rule is included to account for Napoleon's reluctance. Something of the kind is needed for 'Waterloo', thus: **Rule** No French Guard infantry may move from their original positions before Game Turn 4, i.e. 4pm (in the case of the 7-4 Grenadier Guard unit, this prohibition is extended to 5pm, Game Turn 5).

There are a number of further improvements which can be made which will form the basis of a future article in The Phoenix.