

NAPOLEON'S LAST BATTLES

CAMPAIGN RULES

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La Belle Alliance	Wavre
Quatre Bras	Ligny

[18.2] SETTING UP THE UNITS

The Campaign Game begins at 1400 hours on June 16th, 1815. Players should use the unit manifest included at the end of this Rules Folder to construct a "Campaign Unit Mix". A Campaign mix may be created in a short-hand method by carefully punching out the French units in the **Quatre Bras** and **Ligny** sheets **only**, the Prussian units in **Ligny** and **La Belle Alliance** **only**, plus all leaders and the artillery unit of van Opstal from **Quatre Bras**, and two Game-Turn markers. This will provide a complete mix with no duplications.

Strict attention must be paid to unit designation. Units for each nationality should be sorted and stored by Command Designation, with all units of a given Corps (or Anglo-Allied Division) designation in a given army being stored together, along with the Officer which bears a matching command designation. These counters are selected from among all four of the folio game mixes. Note that after the Campaign mix is assembled and all Leaders separated, there will be duplicate units. These extra units are not necessary for the play of any Folio Game or the Campaign Game; they are included because each individual Folio Game requires its own complete set, and the units in more than one battle are thus duplicated. These duplicated units should be stored separately. Players should deploy their forces as shown on the map for the start of the Campaign Game. Additionally, deploy the Leaders of each army in the hex which contains that Leader's name. All remaining units enter the game as reinforcements. All Units and Leaders shown on the **Ligny** and **Quatre Bras** game maps should be placed as shown on those maps. On the **La Belle Alliance** map, **only** those units listed as "Campaign Set-up Only" should be placed. All other Leaders and Units on the **La Belle Alliance** and **Wavre** Map sections should be **ignored** as they pertain only to the play of individual Folio Games.

[18.3] ADDITION TO SEQUENCE OF PLAY

The Campaign Game Sequence of Play is altered by the addition of one Phase to each Player-Turn. This Phase occurs immediately before the Movement Phase in each Player-Turn and is called the Command and Reorganization Phase. During

this phase the operations described in (section 20.0) Command and Reorganization (section 21.0) are performed in the following sub-sequence:

COMMAND AND REORGANIZATION PHASE

1. Command Segment

The Phasing Player determines which Combat Units are under indirect Command through the proper Officers, and which Combat Units are under direct Command.

2. Reorganization Segment

The Phasing Player reorganizes eligible Combat Units which were previously destroyed in combat, and determines the demoralization state of the components of his army due to Combat losses, or proximity to Demoralized Corps.

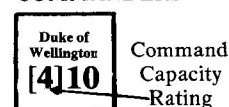
[19.0] LEADERS

GENERAL RULE:

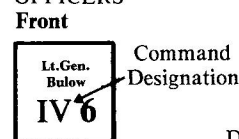
Leaders, a type of playing piece introduced into play in the Campaign Game, represent the various high-level leaders in each army in the Campaign. The Leaders have no combat value or strength in the sense that Combat Units do; they are necessary for the effective employment of Combat Units. There are two types of Leaders: Commanders and Officers. Commanders represent the highest level leaders in each army. In the French Army the commanders are Napoleon, Ney, and Grouchy. In the Anglo-Allied Army the Commanders are Wellington and the Prince of Orange. In the Prussian army the sole commander is Blucher. Each of these Commanders bears a numerical rating known as the Command Capacity Rating which refers to the number of Officers and Combat Units that Commander may Command. For example Wellington, the British Commander with a Command Capacity rating of 4, may command four Anglo-Allied Officers and four Anglo-Allied Combat Units. Officers represent the lower level Leaders directly responsible for the deployment of troops in their Command. Each Officer in each army bears a Command Designation which matches the Command Designation of the Combat Units in that Officer's formation. In the French and Prussian armies these Officers represent the Corps level leaders; in the Anglo-Allied army these Officers represent Divisional leaders. Officers may only effect units of their army which bear that Officer's Command designation. In the rules dealing with Command and Reorganization, units will be referred to as belonging to a specific formation. All the units which bear the same Command designation in an army, are said to "belong to" the same formation, and are commanded through the same officer.

[19.1] HOW TO READ LEADER COUNTERS

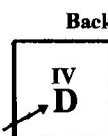
COMMANDERS



OFFICERS



Indicates Demoralization



[19.2] LEADER OPERATIONS

The following rules detail how leaders operate differently from Combat Units as delineated in the Standard Rules. Unless specifically mentioned in the following rules, leaders observe all Standard Rules.

[19.21] How Leaders Move

Leaders move during the Friendly Movement Phase, paying Movement Point costs as if they

[18.0] INTRODUCTION

In the Campaign Game of **Napoleon's Last Battles**, Players direct the course of the entire 1815 Campaign in Belgium. One Player controls the French forces and the other directs the Prussian/Anglo-Allied forces. To form the campaign map, all four maps included in the QuadriGame are linked together. To simulate certain additional factors which are important in the conduct of the campaign, two major additional rules sections are introduced. All of the Standard Rules apply with full vigor unless specifically modified in the Campaign Game rules.

[18.1] ASSEMBLING THE MAP

On each of the four map sections is a compass rose, which should be oriented so that North is the same direction for all map sections. Each map section should be placed so that its position relative to every other map section corresponds to the diagram. Players must carefully trim the western edges of the **Ligny** and **Wavre** map sections and the southern edges of the **La Belle Alliance** and **Wavre** map sections. A guide mark is printed in blue at the corners of the affected map edges; Player should align a straight-edge along the two end-marks and draw a sharp blade along the straight-edge several times until the map is cut clean. The cut edges of the map sections are then overlapped onto the adjacent mapedge, covering a portion of the mapedge hexrow thereon. When properly assembled, hex W0134 should overlap hexes B2934, Q2901, and L0101—all represent the same terrain hex.

were Cavalry-type units for all terrain. Leader counters may freely enter and exit Enemy controlled hexes which **are occupied by Friendly Combat Units**. Leaders may never voluntarily enter an enemy controlled hex which is not occupied by Friendly Combat Units, nor may they enter a hex occupied by an Enemy leader or Combat Unit.

[19.22] Leaders and Combat

Leaders have no Combat Strength per se, nor do they have a Zone of Control of any kind. Thus, by themselves Leaders may not attack or defend, or hinder in any way the Movement of Enemy Combat Units.

[19.23] How Leaders Stack

Leaders are not considered to be Combat Units, and any number of Friendly Leaders may therefore occupy a hex. Theoretically a hex could contain up to two Friendly Combat Units and any number of Friendly Leaders.

[19.24] Effects of Enemy Units on Leaders

Phasing Combat Units may freely enter and move through hexes occupied solely by non-phasing Leaders, in which case those Leaders are immediately **removed** from that hex and placed in the **nearest** hex occupied by non-phasing Combat Units. Note that the non-phasing Leaders are **not** moved **through** the hexgrid, nor do they expend any Movement Points or observe any Movement restrictions; they are simply placed on the nearest Friendly non-phasing Combat unit's hex.

[19.25] How Leaders Are Eliminated

When, during any Combat Phase, all Friendly Combat Units in a hex occupied by Friendly Leaders are either eliminated or retreat (leaving the Leaders as the sole occupants of the hex), a die is rolled once for each Leader in the hex. On a die roll of "1" or "2", the Leader in question is considered eliminated and removed from play. Eliminated leaders may never return to play.

[19.26] How Leaders Enter the Game

Most Leaders (all Commanders) begin the Campaign Game on the map. The Officers of the French VI Corps, the Prussian IV Corps, and many of the Anglo-Allied Officers enter the Game as reinforcements. These Officers may enter the Game as shown on the Reinforcement Track. Officers which do not begin on the map should be deployed as shown on the Reinforcement Track.

[19.27] Command/Movement Restriction

During any Player-Turn in which a Leader unit provides or transmits the command capacity for an attack by a friendly unit, or participates in the Reorganization of units bearing its Command Designation, it moves at one-half its printed Movement Allowance.

[20.0] COMMAND

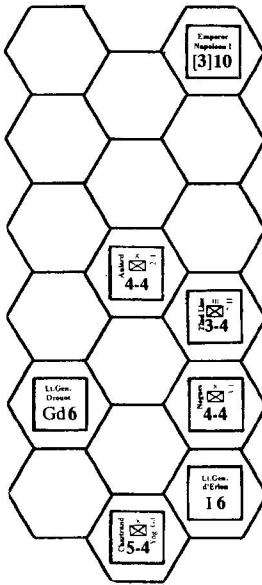
GENERAL RULE:

Command capacity is intrinsic only to commanders, and is expressed by their Command Capacity Rating. The function of officers is to "magnify" commanders' Command Capacity, and transmit command throughout their formations. Officers have **no** intrinsic Command Capacity of their own. The Command Capacity Rating of a commander represents the number of entire formations which may be commanded through those formations' officers, **and** the number of individual units which may be commanded directly by that commander. Units are said to belong to the same formation if they bear the same Command Designation.

PROCEDURE:

During the Command Segment, the Phasing Player must determine the command status of all his combat units, and place a blank marker on all

those which are not in command. The command status of units endures throughout the entire Player-Turn. A unit is said to be in command if it is within five hexes of a commander whose command capacity is not exceeded, or if it is within three hexes of the officer of its formation, who is in turn in command. An officer is in command if within five hexes of a friendly commander whose command capacity is not exceeded.



Example:

Drouot (Gd) is in command; d'Erlon (I) is out of command (the ZOC of the Prussian 3-4 blocks the line of command). The Guard's Officer transmits command to Bde. Chartrand. Bde. Aulard is in direct command of Napoleon; Bde. Nogues is out of command.

[20.1] COMMAND INTEGRITY

There are three armies in the Game; the Prussian, French, and Anglo-Allied armies. The Commanders of each army may only command units of that army. An Officer may only transmit command to units which bear his Command Designation. Prussian and Anglo-Allied units are Friendly for all purposes, but Anglo-Allied Leaders may not control Prussians, and vice versa.

[20.2] TRACING COMMAND

The range of hexes described for command is traced through the hex grid from the Commanding Leader's hex (exclusive) to the hex occupied by the Officer or Combat Unit being Commanded (inclusive). Command may never be traced into or through 1] prohibited terrain. 2] an Enemy Occupied Hex or 3] an Enemy controlled hex which is **not** Occupied by Friendly Combat Units.

[20.3] COMMAND EFFECTS

The effects of Command last for the entire length of the Player-Turn currently in progress. Command only affects units during the course of the **Friendly** Player-Turn. Units and Officers which are "In Command" function normally for all purposes; units and Officers which are "Out of Command" have the following restrictions imposed on them:

[20.31] Restrictions on Units Out of Command

Units which are currently out of command may not attack, nor may they enter an Enemy controlled hex. They may continue to move and defend in a normal manner.

[20.32] Enemy Zones

If, at the beginning of any Friendly Combat Phase, a Friendly unit which is out of command is in an Enemy controlled hex, **either** all the Enemy units must be retreated in combat so that **no** Enemy Zone of Control is in the hex which contains the out of command unit, **or** the out of command unit must retreat according to the rules of Retreat After Combat (see 7.4). This retreat is undertaken after all Combat is resolved and does not allow an Optional Advance by an opposing unit.

[20.33] A Unit which is Out of Command and which does not begin the Friendly Combat Phase in an Enemy controlled hex is **not** required to retreat as outlined in the above case, even if (due to advance of Enemy units after Combat) the unit is in an Enemy Controlled hex at the **end** of the Friendly Combat Phase.

[21.0] REORGANIZATION

GENERAL RULE:

All Combat Units have two sides. All information on each side of the counter is identical with the exception of the Combat Strength. The front side of the unit, shows the higher Combat Strength (the unit's **full** Strength); the reverse side, shows the weaker strength (the unit's **reduced** strength). In the Campaign Game, Full Strength units which are destroyed in combat may be returned to play at their Reduced Strength later in the game. This activity is known as **Reorganization** and is accomplished by Officers of the appropriate Command designations under specific circumstances. Reorganization reflects the ability of an army to recover from combat losses and reorganize previously "destroyed" units.

PROCEDURE:

Players should designate a total of six compartments of the Game Box (or similar container) as the **Destroyed Units** compartments for each army in the game: two for each army. One of these compartments in each army is for **Units Available for Reorganization**; the other is for the **Permanently Destroyed Units** of that army. When a Full Strength unit is destroyed in combat, it is placed in the appropriate army's Reorganization Compartment. When an already-Reduced Strength unit, or a Unit with a Combat Strength of One, is eliminated in Combat it is placed in the Permanently Destroyed Units box. Units placed in the Reorganization Compartment must remain there for one complete Game-Turn, at which point they are **available** for reorganization during any subsequent Friendly Reorganization Phase. To reorganize a unit, simply place that unit in the same hex with the Officer bearing that unit's Command Designation (the officer must meet certain criteria listed in the following cases).

[21.1] PROXIMITY OF ENEMY UNITS

A Player may **never** attempt to reorganize a unit if the Officer bearing that unit's Command Designation is within ten hexes of an Enemy combat unit. Officers within ten hexes of an Enemy Combat unit may not attempt reorganization of the units of their formation.

[21.2] COMMAND

An Officer need **not** be in Command to attempt reorganization. An Officer attempting reorganization may not transmit command capacity to the units bearing his command designation. The Officer in question loses all command functions for that Player-Turn, and the units of his formation may attack only if in **direct** command of a **commander**.

[21.3] STACKING

Stacking limits may never be violated during reorganization; thus **no more than two units** of a given command may ever be reorganized in any given Command/Reorganization Phase.

[21.4] EFFECTS OF DEMORALIZATION

When a Player attempts to reorganize units of a demoralized Corps or Nationality, that Player must roll a die once for each commander attempting to reorganize units. On die rolls of "5" or "6", these units are **permanently destroyed** and placed in the appropriate compartment. The Officer of any units destroyed in this manner may not attempt to reorganize any other units in the current Command/Reorganization Phase.

[22.0] DEMORALIZATION

GENERAL RULE:

In the Campaign Game, demoralization procedures differ from the description in the Standard Rules in that certain portions of an army may be demoralized separately from the remainder of that army. In the French and Prussian armies all the units of a particular Corps (bearing a particular Officers Command Designation) will become demoralized when losses to that Corps equal or exceed the demoralization level for that Corps. A single, running total of all Anglo-Allied losses is kept, with each nationality within that army becoming demoralized when that running total reaches its demoralization level.

PROCEDURE:

When the total Full Strength Point value of units of a given Corps in **both** destroyed units compartments of the French or Prussian armies equal or exceed that Corps' demoralization level, the units of that Corps are demoralized. This is signified by flipping over that Corps' officer at the instant that the losses equal or exceed that demoralization level.

In the Anglo-Allied army, when the total Full Strength Point value of **all** units (regardless of nationality) in **both** destroyed units compartments equal or exceed a given nationality's demoralization level, all units of that nationality are considered to be demoralized, and Officers of that nationality (if any) are flipped over to indicate the demoralized state.

[22.1] EFFECTS OF DEMORALIZATION

The effects of Demoralization are **exactly** those outlined in the Standard Rules Folder with the following **additions**:

[22.11] Effects on Movement

Units and Officers which are demoralized pay **two** Movement Points for Clear Terrain, and normal (cavalry) Movement costs for all other terrain.

[22.12] Effects on Reorganization

Units of a Corps or Nationality which is demoralized must roll a die for Reorganization to determine whether the unit is permanently eliminated (see 21.4).

[22.2] CORPS AND

NATIONAL DEMORALIZATION

Below are the Demoralization Levels for each Corps in the French and Prussian armies and the National demoralization levels for the Anglo-Allied army. (Corps is demoralized if Combat Losses within the corps equal or exceed the levels shown).

FRENCH CORPS: Gd—20; I—15; II—19; III—13; IV—12; VI—8; IC—3; IIC—4; IIC—4; IVC—4.

PRUSSIAN CORPS: I—20; II—20; III—14; IV—19.

ANGLO-ALLIED NATIONALITIES

(Nationalities are demoralized if cumulative losses from among all contingents of the Anglo-Allied army reach the level shown).

British—40; KGL—33; Hanoverian—12; Brunswick—10; Nassau—8; Netherlands—7.

[22.3] RECOVERY FROM DEMORALIZATION

Each Corps or Nationality may recover from demoralization through the reorganization of eligible units. When, through reorganization, the total full Combat Strength Points of the appropriate units in the destroyed units compartments **no longer** equals or exceeds the appropriate Demoralization level, the units of the Corps or Nationality are no longer considered to be demoralized. The appropriate Officers (if any) are returned to their undemoralized state and units of that Corps or Nationality function without the restrictions imposed by their formerly demoralized state.

[22.4] PROXIMITY OF DEMORALIZED CORPS

In the French and Prussian armies, the Demoralization Level of Corps whose Officers are within five hexes of one or more Friendly Demoralized Officers is lowered by two Combat Strength Points. Proximity determination is made during the Reorganization Segment of the Player-Turn. If there are any Friendly Demoralized Officers on the map at that time which are within five hexes of undemoralized Friendly Officers, determine the losses for the undemoralized Officers Corps; but subtract 2 Strength Points from the Demoralization Level. If losses exceed that Corps' modified Demoralization level, the units of that Corps are demoralized and the Officer is flipped over to indicate that fact. This process continues if there is another Friendly undemoralized officer within five hexes of the **newly** demoralized Corps.

[22.41] Demoralized French Cavalry Corps never cause the reduction of other corps' Demoralization Level, nor do they themselves check for demoralization because of the proximity of Friendly demoralized Corps. They are demoralized only by Combat losses which by themselves exceed the Cavalry Corps demoralization level.

[22.42] Demoralized Anglo-Allied nationalities never cause the reduction of other nationality's Demoralization Level.

[22.5] DEFEAT OF THE IMPERIAL GUARD

If any units of the Imperial Guard bearing the Designations Gren/Gd or Chas/Gd suffer any adverse Combat Result (**Ar**, **Ae**, or **Ex**) during the French Players Combat Phase of any Game Turn, the Demoralization levels for **all** French Corps within 10 hexes are immediately and permanently reduced by 7 Strength Points. These Corps (including the Guard) must check for Demoralization immediately. No reduction is incurred if the specific attack demoralizes the **British** Nationality or Prussian Corps.

[23.0] NIGHT GAME TURNS

GENERAL RULE:

In addition to the restrictions imposed by the Standard Game Rules the following rule is in effect: There is **no** Command/Reorganization Phase on any Night Game Turn; all units operate as if they were **out of command** during the Night Game-Turns, and **no** reorganization may take place on **any** night Game-Turns.

[24.0] SUPPLY

GENERAL RULE:

Supply and Communications formed a major consideration in Movement throughout the campaign. Supply is determined once per day on the first daylight Game-Turn (0900 hrs.) of each day. Units which are **not** in supply are **removed** from the map and placed in the appropriate destroyed units box; they may not be reorganized. Supply state has no effect upon Leaders.

PROCEDURE:

A line of supply is traced as a series of contiguous hexes of any length. The first **five** hexes may be terrain of any type; the remainder must be connected road and/or trail hexes leading to an appropriate map edge hex.

[24.1] SUPPLY SOURCES

All French Supply is traced to any southern map edge hex. All Prussian Supply is traced to any hex on the western map edge. All Anglo-Allied Supply is traced to any hex on the northern or eastern map edge.

[24.2] BLOCKING SUPPLY

Supply is blocked if a unit is unable to trace a Supply line as described above which does not enter an Enemy occupied hex. Enemy Zones of Control do not block supply.

[25.0] OPTIONAL RULES

GENERAL RULE:

Any or all of the following rules may be used at the Players' option.

[25.1] CAVALRY RETREAT BEFORE COMBAT

Cavalry was particularly well suited as a delaying and screening force at this time. To reflect more accurately this important function Players may, at mutual agreement, employ the following rule: Any Cavalry or Horse Artillery unit which begins any Combat Phase in an Enemy Zone of Control, **and is adjacent** to no **Enemy Cavalry** units, may retreat one hex before combat as in the retreat after combat rules (see 7.4). This retreat is completely optional, and when the rule is employed players are not **forced** to retreat before combat in such situations; it does not allow an enemy advance (7.5).

[25.2] FRENCH LATE START

All three French Commanders (much like this developer) had a great deal of difficulty awakening in the morning and moving to the tasks at hand. Thus the following optional rule: At the beginning of the 0600 hrs. Game-Turn of each day, all French Commanders are marked. These French commanders may not move or perform any Command Functions until released. French Commanders are released by one of three things: 1) A die is rolled for each French Commander during the Command/Reorganization Phase of the French Player Turn; on a roll of one (only) the French commander is released and functions normally until the next 0600 hrs. Game-Turn. 2) A previously released French Commander moves into or through the hex occupied by an unreleased Commander; beginning on the next Game-Turn the unreleased commander is automatically released. 3) Any Enemy unit **moves** into any French controlled hex during the Allied Movement Phase; this automatically releases all French Commanders within 10 hexes of the point of contact.

[25.3] CAVALRY IMPETUS AND CONTROL

During the Campaign both sides had problems with Cavalry actions becoming uncontrolled and ultimately wasteful. Players may at mutual consent utilize the following rule: In any Combat situation in which Cavalry is involved, and in which the cavalry might normally exercise the option to advance after Combat, a die must be rolled. On a roll of "1" or "2" the Player maintains control and may advance any unit type, or not advance at all, as he sees fit. On die rolls of "3" or "4", no advance of any kind may take place by any unit type. On die rolls of "5" or "6" one cavalry **must** advance after combat. The advance may never violate any restrictions of case (7.5).

[25.4] LEADER ADVANCE ADVANTAGE

In the Standard Game Rules only one unit may advance after Combat. By utilizing the following option, which must be mutually agreed upon before the game begins, Players may alter this rule as follows: If a Leader **occupies** a hex with two Friendly Combat Units—both of which fulfill the requirements for advance after combat—then **both** units may advance. Both units which advance must come from the same hex and they must fulfill all requirements for advance after combat. If this option is taken, the Leader which is stacked with these units must also advance into the vacated hex.

[26.0] VICTORY CONDITIONS

GENERAL RULE:

Victory in the Campaign Game is achieved through the accumulation of Victory Points which are added to and subtracted from the Victory Point Total, for the destruction of Combat Units

and the attainment of certain objectives. Basically, it is up to the French Player to destroy the Allied armies while minimizing his own losses and force his way towards Brussels—the strategic objective of the campaign.

PROCEDURE:

The Players keep a running tally of the Victory Total which is modified as follows:

POINTS ADDED TO THE VICTORY POINT TOTAL

One Victory Point per eliminated Prussian/Anglo-Allied Combat Strength Point (including units currently in both Destroyed Units Compartments of each Army).

Two points for each French Strength Point which exits the map to Brussels (from hex B0605 only).

POINTS SUBTRACTED FROM THE VICTORY POINT TOTAL

One Victory Point per French Strength Point eliminated (including units currently in both destroyed Units Compartments of the French Army).

BONUS POINTS FOR FRENCH EXITING

If the French Player attains 40 Victory Points through the exiting of Units to Brussels, he immediately receives a doubling of the Point Value for exiting Units, both those previously exited and those exited subsequently.

LEVEL OF VICTORY

If the Victory Point Total reaches 230 or more Victory Points at any time, the French Player wins. If he does not, the Allied Player wins.

CONDITIONS

The French Player receives points for exiting the map only if certain conditions are met.

1] A French Line of Supply must be traced from the exit hex to a French Supply source.

2] The exited units must be in command; that is, sufficient Leaders and Officers must have **exited** to command units currently off the map. For determination purposes these units are considered to be within proper radii of one another for command to take place. If units exceed the possible command the French Player does not receive the points for these excess units.

CAMPAIGN GAME ERRATA

A production error has placed the wrong names on the French Officer Counters of II, III, and IV Corps. Reille is actually the II Corps Officer, Vandamme the III Corps Officer, and Gerard, IV Corps. These names are shown correctly on the map and in the Unit Manifest; where Reille is indicated on the map, place the II Corps Officer, where Vandamme is shown, the III Corps Officer, where Gerard, IV Corps.

CAMPAIGN NOTES

Decision making is simply finding the answers to a series of yes/no questions all simple by themselves, whose interrelationships become more and more complex as the list of questions grows. This, in a nutshell is a conflict simulation: a series of **mutually** supporting interrelated decisions.

The final factor in the process is this: It is important that the simulation of an event take a relatively limited point of view in its interpretation of that event. A game which presents more than a few interrelating points of view is a **very** complex game. In designing a campaign game we first tried to gain an all important understanding of the terrain as the battles and battlefields were studied individually. Then one major point of view was chosen—the Command and Command Structures as well as the relative competence of the individuals in these structures had enormous impact on the conduct of the 1815 campaign. These rules developed out of a perception of how those leaders operated (and failed). The rules are imparted here to give the **effect** of this command structure on the campaign.

UNIT MANIFEST

French Army

IMPERIAL GUARD DROUOT

Grenadiers

Bde. Friant, Bde. Roguet.

Chasseurs

Bde. Morand, Bde. Michel.

1st Young Guard Div. Barrois

Bde. Chartrand, Bde. Guye.

Cav. Old Guard Mortier

Div Lefebvre-Desnoettes, Div Guyot.

Corps Assets

Old Guard Lallemand, Old Guard Duchand, Young Guard.

I CORPS D'ERLON

1st Div. Allix

Bde. Quiot, Bde. Bourgeois.

2nd Div. Donzelot

Bde. Schmitz, Bde. Aulard.

3rd Div. Marcognet

Bde. Nogues, Bde. Grenier.

4th Div. Durutte

Bde. Pegot, Bde. Brue.

Corps Assets

1st Cav. Div. Jacquinot, Desales.

II CORPS REILLE

5th Div. Bachelu

Bde. Husson, Bde. Campi.

6th Div. Jerome

Bde. Baudin, Bde. Soye.

7th Div. Girard

Bde. De Villiers, Bde. Piat.

9th Div. Foy

Bde. Gauthier, Bde. Jamin.

Corps Assets

2nd Cav. Div. Pire, Pelletier.

III CORPS VANDAMME

8th Div. Lefol

Bde. Billiard, Bde. Corsin.

10th Div. Habert

Bde. Gengoult, Bde. Dupeyroux.

11th Div. Berthazene

Bde. Dufour, Bde. Lagarde.

Corps Assets

3rd Cav. Div. Domon, Doguereau.

IV CORPS GERARD

12th Div. Percheux

Bde. Rome, Bde. Schoeffler.

13th Div. Vichery

Bde. Le Capitaine, Bde. Desprez.

14th Div. Bourmont

Bde. Hulot, Bde. Toussaint.

Corps Assets

7th Cav. Div. Maurin, Baltus.

VI CORPS MOUTON

19th Div. Simmer

Bde. Bellair, Bde. Jamin.

20th Div. Jeanin

Bde. Bony, Bde. Tromelin.

21st Div. Teste

Bde. Laffitte, Bde. Penne.

Corps Assets

Noury.

I Cavalry Corps Pajol

4th Div. Soult, 5th Div. Subervie, IC Cothéraux.

II Cavalry Corps Exelmans

9th Div. Strolz, 10th Div. Chastel, IIC Godet.

III Cavalry Corps Kellermann

11th Div. L'Hertier, 12th Div. d'Hurbal, IIIC Marcillac.

IV Cavalry Corps Milhaud

13th Div. de St. Alphonse, 14th Div. Delort, IVC Duchet.

British Army

I CORPS ORANGE

3rd Br. Div. Alten

5th Br. Bde. Halkett, 2nd KGL Bde. Omptede, 1st Han. Bde. Kielmansegge, Williamson.

1st Br. Div. Cooke

1st Guards Bde. Maitland, 2nd Bde. Byng, Adye.

3rd Neth. Div. Chasse

1st Bde. Detmers, 2nd Bde. d'Aubreme, van der Smissen.

2nd Neth. Div. Perponcher

1st Bde. Bijlandt, 2nd Nas. Bde. Saxe-Weimar, van Opstal.

Neth. Cav. Div. Collaert

Carab Bde. Trip, 1st Bde. Lt. Ghigny, 2nd Bde. Lt. Merlen.

II CORPS HILL

2nd Br. Div. Clinton

3rd Br. Bde. Adam, 1st KGL Bde. du Plat, 3rd Han. Bde. Halkett (H), Gold.

4th Br. Div. Colville (-)

4th Br. Bde. Mitchell.

RESERVE

5th Br. Div. Picton

8th Br. Bde. Kempt, 5th Han. Bde. Pack, Heisse.

Brunswick Corps

Lt. Bde. Buttler, Line Bde. Specht, Mahn, 2nd Hussar.

6th Br. Div. Cole

10th Br. Bde. Lambert, 4th Han. Bde. Best, 1st Nassau Rgt. Kruse, Bruckmann.

Cavalry Uxbridge

Household Bde. Somerset, 2nd Union Bde. Ponsonby, 4th Bde. Vandeleur, 3rd KGL Bde. Dornberg, 5th Bde. Grant, 6th Bde. Vivian, 7th KGL Bde. Arentschildt, 1st Hanoverian Bde., Fraser.

Prussian Army

I CORPS ZIETHEN

1st Bde. Steinmetz

12th Line, 24th Line, 1st West Land.

2nd Bde. Pirch II

6th Line, 28th Line, 2nd West Land.

3rd Bde. Jagow

7th Line, 29th Line, 3rd West Land.

4th Bde. Henkel

19th Line, 4th West Land.

Corps Assets

Bde. Treskow, Bde. Lutzow, I Lehmen, I.

II CORPS PIRCH I

5th Bde. Tippelskirchen

2nd Line, 25th Line, 5th West Land.

6th Bde. Kraft

9th Line, 26th Line, 1st Elbe Land.

7th Bde. Brause

14th Line, 22nd Line, 2nd Elbe Land.

8th Bde. Langen

21st Line, 23rd Line, 3rd Elbe Land.

Corps Assets

Bde. Thumen, Bde. Schulenberg, Bde. Sohr, II Rohl, II.

III CORPS THIELMAN

9th Bde. Bocke

8th Line, 36th Line, 1st Kur Land.

10th Bde. Kampfen

27th Line, 2nd Kur Land.

11th Bde. Luck

3rd Kur Land, 4th Kur Land.

12th Bde. Stulpnagel

31st Line, 5th Kur Land, 6th Kur Land.

Cavalry Hobe

Bde. der Marwitz, Bde. Lottum, III Mohnpt, III.

IV CORPS BULOW

15th Bde. Losthin

18th Line, 3rd Sil Land, 4th Sil Land.

16th Bde. Hiller

15th Line, 1st Sil Land, 2nd Sil Land.

13th Bde. Hacke

10th Line, 2nd Neu Land, 3rd Neu Land.

14th Bde. Ryssel

11th Line, 1st Pom Land, 2nd Pom Land.

Cavalry Wilhelm

Bde. Sydow, Bde. Schwerin, Bde. Watzdorf, IV Bardleben.