Four-Game Set of Historical Simulations

NAPOLEON'S LAST BATTLES

The Waterloo Campaign, 16-18 June 1815

Tigny
Incomplete Victory



Quatre Bras
Stalemate on the Brussels Road



Wavre
The Lost Opportunity



Alliance
The Battle of Waterloo







Four-Game Set of Historical Simulations



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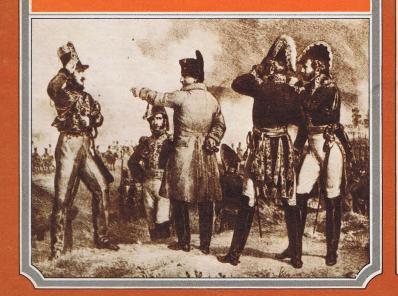
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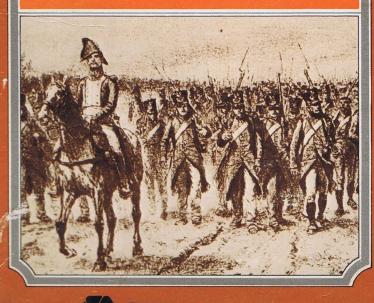
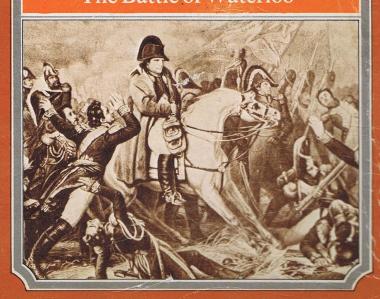


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Four-Game Set of Historical Simulations

The Waterloo Campaign, 16-18 June 1815

INAPOLEON'S LAST BATTLES



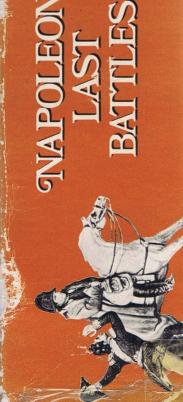
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NAPOLEONS LAST BATTLES

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Japoleon's Last Battles can be played as four Contains: Four separate game map, 400 die-cut be linked into one campaign map, 400 die-cut

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Four-Game Set of Historical Simulations



NAPOLEON'S LAST BATTL

STANDARD RULES

for the games

LIGNY, QUATRE BRAS, WAVRE, LA BELLE ALLIANCE

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[1.0] INTRODUCTION

[1.1] THE SUBJECT OF THE GAME

Napoleon's Last Battles is an operational level simulation of the battles which comprised the Campaign of 1815 in Belgium, which was the culmination of Napoleon's brief, hundred-day reign after his return from exile on the island of Elba. The four battles are Ligny, Quatre Bras, Wavre and Waterloo; the components of these four games may be linked together by owners of the entire QuadriGame to create the Campaign

[1.2] HOW THE GAME IS ORGANIZED

The rules are presented in two Rules Folders. This folder actually applies to five different games: The four Folio Games (Quatre Bras, Ligny, Wavre and La Belle Alliance) and the Campaign Game. Each Folio game has one 17"x22" map and 100 counters; if you are playing one of the Folio Games (so called because of the folio or folder in which they are packaged), you needn't be concerned with rules or components which apply only to the Campaign Game. The Standard Rules Folder (the one you are reading now) contains all the rules necessary for the play of any one Folio Game. To play the Campaign Game (an option available only to those who purchased the entire QuadriGame) the Standard Rules are used in conjunction with the rules in the Campaign Game Rules Folder.

[1.21] Each of the Rules Folders is divided into Major Sections, which are arranged in the order in which they are used in a complete Turn of the game. Each Major Section is numbered with a whole number (e.g., 1.0, 2.0, 3.0, etc.). The Major Sections lead off with a General Rule, which is a simple summary of the rules in that section.

[1.22] Players new to conflict simulations should examine all the main components of the game before reading any further in the rules. Examine the charts and tables, the playing pieces and the map. Then break out the counters and place them on the map as shown (their positions are printed on the map and on the Turn Record Track).

[1.23] The complete rules to the game, presented as rigorous positive statements, are contained in the General Rules, Procedures and Primary Cases (e.g., 5.1, 5.2, 5.3, etc.), which are in large type. Players should first read through these, skipping over the secondary cases (e.g., 5.11, 5.12, 5.13, etc.), which are in smaller type (this size). If any confusion arises concerning intent or interpretation, go back and read the pertinent secondary cases under the topic heading concerned (the outline may be used to find the right section).

[1.24] Players should be sure that they are familiar with all the aspects of at least one of the individual Folio games before attempting the more complicated Campaign Game.

[2.0] GENERAL **COURSE OF PLAY**

GENERAL RULE:

Each game is primarily intended for two Players, although they can be played solitaire, and the Campaign Game is well suited to multi-Player use. One Player assumes the command of the French Armies, and the other Player assumes the command of the Prussian and/or Anglo-Allied Armies.

During his Turn, each Player may move his units, by expending Movement Points from their total Movement Allowance for each hex entered; after which he may conduct attacks, by comparing the total Combat Strength of all units in an attack with the Strength of the units being attacked, and rolling the die to determine the outcome of each

[3.0] GAME EQUIPMENT [3.1] THE GAME MAP

Each 22"x17" map section portrays the area in which a battle was fought. It includes all the significant terrain on the battlefield, a Terrain Key and a Turn Record Track. Each hex number is preceeded by an understood code-letter: O=Ouatre Bras; L=Ligny; W=Wavre; B=La Belle Alliance.

[3.11] A hexagonal grid is superimposed over the terrain features printed on the map in order to regularize movement and positioning of the playing pieces. To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.

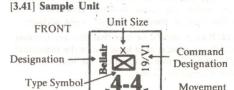
[3.2] GAME CHARTS AND TABLES

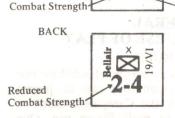
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, and the Turn Record Track.

[3.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

[3.4] HOW TO READ THE UNITS





[3.42] Defintion of Terms

Combat Strength is the relative strength of a unit when attacking and defending, expressed in terms of Combat Strength Points.

Reduced Strength (reverse side) of a unit is shown for some units in the initial deployment at the start of the game; in the Campaign Game, eliminated units which are subsequently reorganized show their Reduced Strength side.

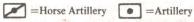
Movement Allowance is the maximum number of Clear terrain hexes that a unit may be moved in a single Movement Phase, expressed in Movement Points. More than one Movement Point may be expended for certain hexes.

Unit Sizes: X=Brigade, III=Regiment, XX=Division





Allowance





Designation is Brigade commander's name or Regiment's name; Command Designation, is to the right of the slash in two part designations; to the left is the division i.d.

[3.5] GAME SCALE

Each hexagon on the map represents 480 meters of real terrain from side to side. Each Strength Point represents between 350 and 750 men, or one battery of artillery. The Game-Turns are hourly, for the most part, as indicated on the Turn Record Track.

[3.6] PARTS INVENTORY

10000	Folio Game:	QuadriGame:
Game Map Section	1	4
Sheet of Die-Cut Coun	ters 1	4
Standard Rules Folder	(8 pg) 1	2 identical
Campaign Rules Folde	er (4 pg) 0	2 identical
Die	0	1
Game Box	0	1
Folio (Folder)	1	0

If any of these parts are missing or damaged, write:

Customer Service

SIMULATIONS PUBLICATIONS U.K., CROWN PASSAGES, HALE, ALTRINCHAM, CHESHIRE, GT. BRIT.

Questions regarding the rules of the game will be answered if accompanied by a stamped, selfaddressed envelope. Send to: Game Questions: Napoleon's Last Battles, at the above address.

[3.7] SETTING UP THE GAME

The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The differently colored units represent forces of the various contingents. The French Player always controls all French units (only); his opponent always controls units of all other nationalities and contingents. Players should determine which side each will play. The Players then place a unit of the specified type and nationality in each hex on the map which has a picture of a unit printed on

Some units will be shown at their reduced (reverse side) Strength. These units, only, are set-up showing their reverse side (the side with the white band across it). Units can be flipped over only in the Campaign Game. Unit set-ups for the Campaign Game only (these, in La Belle Alliance only, are identified as such directly on the map) should not be used in the Folio Game (and vice-versa). The initial deployment hex of Leaders contain the Leader's name, only. Leaders are used only in the Campaign Game (in which each Leader should be set-up in his corresponding hex).

Combat units not included in the initial set-up will be brought in as reinforcements. Reinforcements are shown adjacent to the Game-Turn of entry on the Turn Record Track. Below each group of reinforcements is shown the exact hex or hexes upon which they appear. Leaders appearing during the course of the Campaign Game are listed in the spaces on the Turn Record Track which contain the Leader's name, only; these indications are to be ignored in the Folio Game. Furthermore, any reinforcements which are shown on the Track to fall before or after the course of the Folio Game are ignored when playing the Folio Game.

The Turn Record Track lists the beginning and end of the Folio and Campaign Games. When setting up, be certain to place the Game-Turn Marker in the correct space for the First Turn of the game being played; this will not always be the first space on the Track. The Game-Turns are not numbered, but are identified by the beginning of the one-to-three hour time period they represent (using the 24-hour clock).

[4.0] SEQUENCE OF PLAY

GENERAL RULE:

The game is played in successive Game-Turns composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his units and resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

CASES:

[4.1] SEQUENCE OUTLINE

The Game-Turn is divided into a French Player-Turn and a Prussian and/or Anglo-Allied Player-Turn. The Player whose Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below.

1. FRENCH PLAYER-TURN

A. Movement Phase. The Phasing Player may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement. The Phasing Player may bring reinforcement units onto the map as allotted by the Turn Record Track and the Reinforcement rules. The non-Phasing Player's units may not move.

B. Combat Phase. The Phasing Player uses his units to attack the non-Phasing Player's units according to the rules of Combat and Artillery. During this Phase, neither Player may move his units except when called for as a result of the Combat Resolution procedure.

2. PRUSSIAN AND/OR ANGLO-ALLIED PLAYER-TURN

The Prussian and/or Anglo-Allied Player now becomes the Phasing Player and accomplishes movement and combat in the manner and sequence described above.

3. GAME-TURN RECORD INTERPHASE

The Game-Turn Marker should begin the game on the Turn Record Track in the space marked "Begin Folio" if the Folio game is being played, or "Begin Campaign" (in both tracks) if the Campaign Game is being played. At the end of each Game-Turn, the Game-Turn Marker should be advanced one space to mark the passage of one Game-Turn and signal the start of another.

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions.

PROCEDURE:

Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more Movement Points from its total Movement Allowance.

CASES:

[5.1] MOVEMENT LIMITATIONS

The number of Movement Points which may be expended by a unit during a single Movement Phase may not exceed the unit's Movement Allowance.

[5.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after its combat is resolved. During the Enemy Player's Movement Phase, and during both Players' Combat Phases, except when advancing or retreating as a result of combat, Friendly units must not be moved.

[5.12] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat, and has thrown the die, he has irreversibly initiated the Combat Phase.

[5.13] A unit may expend any portion of the Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.14] Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

[5.15] Once a unit has been moved, and the Player's hand is taken from the piece, it may not be moved any further during that Movement Phase, nor may it change its move without the consent of the opposing Player.

[5.2] EFFECTS OF TERRAIN ON MOVEMENT

The basic Movement Point cost is one Movement Point per hex. The cost to enter certain hexes and/or cross certain hexsides may be more or less than one MP, as shown on the Terrain Effects Chart.

[5.21] A unit which moves from one Road hex directly into an adjacent Road hex through a Road hexside expends only ½ Movement Point, regardless of other terrain in the hex.

[5.22] A unit which moves from one Trail hex directly into an adjacent Trail hex through a Trail hexside expends only one Movement Point, regardless of other terrain in the hex.

[5.23] Units may cross River hexsides only by moving through a Bridge hexside. There is no additional cost for moving through a Bridge hexside.

[5.24] Units may cross Stream hexsides. Movement through a Stream hexside costs two additional Movement Points. Example: If an infantry unit moves through a Stream hexside into a Forest hex, the cost is four Movement Points.

[5.3] STACKING FRIENDLY UNITS

A maximum of two Friendly units may be stacked in a single hex at the end of any Phase.

[5.31] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering a Friendly-occupied hex.

[5.32] There is no limit to the number of Friendly units which may pass through a single hex in one Movement Phase.

[5.33] Friendly-controlled hexes never inhibit the movement of Friendly units.

[5.4] ZONES OF CONTROL

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. A unit may never exit an Enemy-controlled hex during any Movement Phase. Zones of Control never extend through non-Bridge River hexsides or **into** Chateau hexes.

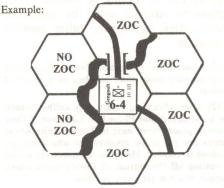
[5.41] All units exert a Zone of Control throughout the Game-Turn, regardless of the Phase or Player-Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[5.42] Units do not pay any additional Movement Points to enter an Enemy-controlled hex, as in some other SPI games.

[5.43] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal or the Enemy unit exerting the Zone of Control as a result of combat.

[5.44] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[5.45] If there is an Enemy and Friendly Zone of Control exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no additional effect from having more than one unit exerting Zones of Control onto a single hex.



[5.5] NIGHT AND RAIN GAME-TURNS

Units may not enter Enemy-controlled hexes during Night or Rain Game-Turns, nor may Units already in Enemy-controlled hexes exit them.

[5.6] TERRAIN EFFECTS CHART (See page 8).

[5.61] Terrain Effects are cumulative for movement purposes, but not for combat purposes. Thus, to enter a Forest hex through a Stream hexside costs four Movement Points. A unit in a Chateau hex which is attacked through a Stream hexside is merely tripled.

[5.62] Forest, Town and Chateau hexes and Crest hexsides are the only types of terrain which block artillery bombardment Line of Sight. (see 8.3)

[6.0] EXITING THE MAP

GENERAL RULE:

A Player may exit his units from the map at specified hexes only. To exit the map, a unit must expend a number of Movement Points equivalent to the cost for entering the imaginary hex off-map identical to the hex it exits from.

CASES:

[6.1] RESTRICTIONS

[6.11] An exited unit is removed from play and may never return to the game.

[6.12] Units exited off the map may count toward the Owning Player's Victory Point total. They are not considered eliminated units for Victory Point purposes.

[6.13] No unit may exit the map in fulfillment of a retreat as a result of combat. If a unit is forced to retreat due to combat, it may not exit the map; it is eliminated instead.

[6.14] A unit may exit from a hex regardless of the number of Enemy or Friendly units which exited from the same hex previously.

[7.0] **COMBAT**

GENERAL RULE:

All Enemy units that have Friendly units in their Zones of Control must be attacked by the Friendly (Phasing) Player's units in the Combat Phase. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. The Phasing Player is termed the Attacker; the other Player is the Defender, regardless of the overall situation.

PROCEDURE:

The attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the total Combat Strengths of the defending units in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: If thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one.

Having determined the actual combat odds, the attacker rolls the die. The result indicates a line on the Combat Results Table (7.7), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a combat result. This should be immediately applied to the involved units, before going on to resolve any other combat. Separate combats may be resolved in any order that the attacker wishes, so long as all combats are resolved during that Combat Phase.

CASES:

[7.1] WHICH UNITS ATTACK

No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[7.11] All of the Phasing Player's units which end the Movement Phase in an Enemy-controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which attacking units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

[7.12] An Enemy-controlled hex may be attacked by as many units as can be brought to bear in the six adjacent hexes, and by as many artillery units as are within range.

[7.13] Units may only attack when adjacent to the defending unit (except artillery, which may make bombardment attacks; See 8.1).

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

All units in a given hex must attack or defend as a single Strength; the Strength of all the units in the hex is totalled. A single attack may involve any number of attacking or defending units on different hexes. To be resolved as a single combat, all the attacking units must be adjacent to all the defending units, with the exception of (non-adjacent) bombarding artillery units.

[7.21] The defender may not withhold a unit in a hex under attack. The attacker must attack all the units in a stack together. Different units in a given hex may not be attacked separately.

[7.22] If more than one attacking unit is in a given hex, these units must be used as an integral Combat Strength. They may not be used in separate attacks.

[7.23] Combat Strength Unity

A given unit's Combat Strength is always unitary. It may not be divided among different combats either in attacking or defending.

[7.24] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it must

attack all those adjacent Enemy units which are not engaged by some other attacking unit.

[7.25] Units in two or more different hexes may combine their Combat Strengths and attack a single hex.

[7.26] Diversionary Attacks

A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds (by allotting most of the attacking force to the major objective). These attacks are known as "Diversionary" or "Holding Attacks."

[7.3] EFFECTS OF TERRAIN

A unit defending in certain types of terrain may have its Combat Strength increased by a multiple of its original

Strength. When halving strengths, round fractions up.

[7.31] Example: A unit with a Combat Strength of "5" would defend, in a Town hex, at an effective Strength of "10."

[7.4] RETREATING AS A RESULT OF COMBAT

When the Combat Result requires that a Player's units be retreated, the Owning Player must immediately move those units one hex so that they are no longer in an Enemy-controlled or -occupied hex. If no hex is open to retreat into, the unit is eliminated (but see 7.6). Two units in the same hex may retreat into two different hexes.

[7.41] The Owning Player may decide the direction that each of his retreating units moves.

[7.42] A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, or enter an enemy controlled hex.

[7.43] A retreating unit may enter a vacant hex (within the restrictions of Case 7.42) or it may stack with some other Friendly unit (within the Stacking Restrictions) so long as the unit it stacks with is not in an Enemy-controlled hex.

[7.44] If a unit is retreated into a Friendly hex which is subsequently attacked by artillery bombardment, the already retreated unit does not contribute its Combat Strength to the defense (see Case 7.1), but it does suffer the result of the attack.

[7.5] ADVANCING AS A RESULT OF COMBAT

Whenever a hex is vacated as a result of Combat, one victorious unit adjacent to that hex which participated in that combat may advance into the vacated hex. This advance may be made regardless of Enemy Zones of Control. The option to advance must be exercised immediately, before any other combat resolution.

[7.51] A unit is never forced to advance. A unit may never advance more than one hex as a result of combat.

[7.52] After advancing, units may neither attack nor be attacked that Phase (see 7.1), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in **cutting off** the retreat of Enemy units whose combat has not yet been resolved.

[7.53] Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious Player may still advance only one unit.

[7.6] DISPLACEMENT

If the only hex available to the retreating unit is one which it could not normally move into because of stacking restrictions, then one of the units in the hex must be displaced. The displaced unit is moved back by the Owning Player (as if it were retreating as a result of Combat) and its position is taken by the retreating unit.

[7.61] The displaced unit itself may not be forced into Enemy-controlled hexes or other prohibited hexes. One retreating unit displaces only one unit in a stack; two retreating units displace two.

[7.62] If the displacement would cause any of the displaced units to be eliminated, the retreating unit is instead eliminated. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them.

[7.63] A unit may be displaced more than once per Combat Phase, if that is the only alternative. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.64] Displaced artillery units which have not yet engaged in combat, may not fire during that Combat Phase.

[7.7] COMBAT RESULTS TABLE (See game map)

[7,8] EXPLANATION OF COMBAT RESULTS

Attacks executed at greater than "6-1" are treated as "6-1;" attacks executed at worse than "1-5" are treated as "1-5." Prior to the resolution of any attack, the attacking Player may announce that he wishes to reduce the combat odds of that attack.

[7.81] He incurs no responsibility or penalty by doing this, but he may not change his mind subsequent to the die roll.

[7.82] Example: An attack is computed to be a "5-1" attack. The Player announces that he desires a "3-1" attack, and resolves it using that column. Players may wish to do this to avoid excess casualties through exchanges, or to attempt to retreat Friendly units.

[7.83] Explanation of Combat Results

Ae=Attacker Eliminated. All attacking units are eliminated (removed from the map).

De=Defender Eliminated. All defending units are eliminated.

Ex=Exchange. All defending units are eliminated. The Attacking Player must eliminate attacking units whose total, printed (face value) Combat Strengths at least equal the total printed Combat Strengths of the eliminated defending units. Only units which participated in a particular attack may be so eliminated.

Ar=Attacker Retreat. All attacking units must retreat one hex (see 7.4).

Dr=Defender Retreat. All defending units must retreat one hex.

[7.9] NIGHT AND RAIN GAME-TURNS

There is no Combat Phase during a Night or Rain Game-Turn; no combat of any kind is allowed during a Night or Rain Game-Turn.

[7.91] Night and Rain Game-Turns have no Combat Phase. Opposing adjacent units do not engage in combat; they simply remain in place. Artillery units may not bombard during Night or Rain Game-Turns.

[8.0] ARTILLERY

GENERAL RULE:

Unlike infantry and cavalry units, artillery units may participate in attacks by bombarding the defending unit. Artillery bombards a unit from two hexes distant. Artillery units must participate in combat when in the Zone of Control of opposing units. In other words, artillery may participate in two types of attacks, depending on their distance from the defending unit.

PROCEDURE:

Determine the odds of the attack in exactly the same fashion as any other attack. All results are applied in the same fashion, except that **bombarding** artillery units (i.e., units firing from a non-adjacent hex) are not affected by combat results.

CASES:

[8.1] BOMBARDMENT ATTACKS

A bombardment attack is an attack by an artillery unit against an Enemy unit which is not in its Zone of Control. Artillery units may only attack a single Enemy-occupied hex when bombarding, except when making a combined attack with infantry or cavalry.

[8.11] Artillery units may attack non-adjacent Enemy units, up to two hexes distant, but they are never forced to attack an Enemy unit merely because it is in range.

[8.12] Range from the bombarding artillery unit to the target hex is counted by including the target hex, but not the bombarding unit's hex.

[8.13] If two artillery units in the same hex are bombarding, they must both bombard the same hex.

[8.14] Artillery attacking from a non-adjacent hex (that is, bombarding) suffer no Combat Results; they are never destroyed or retreated as a result of their own attacks.

[8.15] Thus, if an "Exchange" were the result in an attack solely by bombarding artillery, the defending unit would be eliminated, but the bombarding units would not be affected. Of course, other units cooperating with the bombarding artillery units from an adjacent position (including adjacent artillery units) would be affected by Combat Results, and they would suffer the effects of an "Exchange" result.

[8.16] Bombarding artillery may voluntarily elect to suffer "Attacker Retreat" if it is the Combat Result.

[8.2] COMBINED ATTACKS

Artillery units may attack alone or in concert with any Friendly units, adding their bombarding Combat Strength to the attack. If Friendly units are attacking Enemy units in more than one hex, the bombarding artillery units need only be within range of one of the defending hexes to add their Combat Strengths to the attack.

[8.21] When making a combined attack with bombarding artillery units, infantry, cavalry and adjacent artillery units always suffer all Combat Results, though bombarding artillery units do not.

[8.3] LINE OF SIGHT

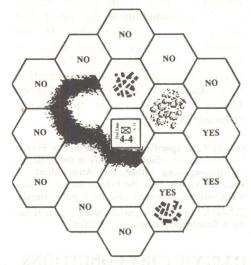
If any of the hexes or hexsides intervening between the bombarding hex and the target hex is Blocking terrain, the Line of Sight is said to be blocked, and the target hex may not be bombarded by that artillery unit. The terrain in a bombarding unit's hex and in the target hex does not block the Line of Sight. Forest, Chateau and Town hexes and Crest hexsides are the only Blocking terrain.

[8.31] If a straight line between the centers of the bombarding and target hexes is congruent to a hexside, the target may not be bombarded if: 1) the hexside is a Crest; and/or 2) both hexes adjacent to that hexside are blocking terrain.

[8.32] If the Line of Sight passes through the juncture of two or more blocked hexsides or the juncture of a blocking terrain hexside and a blocking terrain hex, the Line of Sight is blocked.

[8.33] Blocking hexsides block all bombardment attacks, even if the blocking hexside forms part of the bombarding unit's hex and/or the target unit's hex.

[8.34] Example: Each hex is labelled as to whether artillery bombardment from that hex against the target hex is possible.



[8.4] ADJACENT ATTACKS

When in the Zone of Control of an Enemy unit, artillery units **must** participate in an attack against adjacent Enemy units.

[8.41] When an artillery unit is in an Enemy-controlled hex, it is treated like an infantry or cavalry unit, and may not bombard.

[8.42] When attacking from a controlled hex, artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.43] Artillery units attacking from an enemy controlled hex must suffer all the Combat Results of their attacks.

[8.44] Blocking terrain (see Case 8.3) does not relieve an artillery unit from the necessity of making adjacent attacks.

[8.45] Although normal combat is not permitted across an unbridged River hexside, an artillery unit may attack any Enemy unit within range across such a hexside according to the Bombardment Attack rules (8.1).

[8.5] DEFENSE

Artillery units may never add their Combat Strength to another unit's defensive value by bombardment.

[8.51] When artillery units are themselves attacked, they suffer all Combat Results in the same manner as other units, even when bombarded by Enemy artillery units.

[9.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive reinforcements according to the Reinforcement Track. These enter (are physically placed) on the map in the appropriate hex. The reinforcing units arrive paying the normal terrain cost for the entry hex (including Road and Trail bonus) during the Player's Movement Phase of the Game-Turn indicated. The Owning Player may determine the exact order of arrival when he moves the reinforcements onto the map.

PROCEDURE:

The Player should visualize the reinforcements as a column of units entering the map from a chain of hexes off-map, so that the first stack brought onto the map expends one Movement Point entering the entry hex, the second stack expends two Movement Points, the third expends three Movement Points, etc.

CASES:

[9.1] ENTERING THE MAP

[9.11] The Owning Player may enter his reinforcements on the map at any point during his Movement Phase.

[9.12] Once a unit has entered the map, it may move and attack freely, just as any other unit already present.

[9.13] Reinforcing units may arrive stacked.

[10.0] CHATEAUX

COMMENTARY:

Dotting the Belgian landscape, the Chateaux (walled-farms) are virtual

small fortresses. If occupied by detachments of infantry these positions are extremely powerful.

CASES:

[10.1] EFFECTS ON ZONES OF CONTROL

Units in chateaux are not required to attack adjacent Enemy units, but if they elect to attack, all adjacent Enemy units must be attacked.

[10.11] Zones of Control extend out of Chateaux at all times. Units adjacent to Chateau hexes must always attack enemy units therein.

[10.2] EFFECTS ON STACKING

No stacking is permitted in Chateau hexes; only one unit per Chateau at the end of any Phase.

[10.3] EFFECTS ON COMBAT

Attacks on infantry units (only) in Chateaux: a) are resolved on the "4-1" odds column if made at "4-1" or greater; b) treat Dr results as "No Effect." Infantry units do not receive these benefits if they are demoralized (and, in the Campaign Game, if they are out of command).

[10.31] Infantry units in Chateau hexes are affected only by "Exchange" and "Elimination" (Ae or De) results. Artillery and cavalry units do not receive these benefits.

[10.4] EFFECTS ON BOMBARDMENT

Artillery units may never bombard **into** a Chateau hex.

[10.5] EFFECTS ON ADVANCE AND RETREAT

Units may never advance after combat into Chateaux, or retreat into occupied Chateaux.

[10.51] Units may not be displaced out of Chateau hexes to facilitate the retreat of Friendly units.

[11.0] DEMORALIZATION

GENERAL RULE:

Demoralization represents the cumulative effect of combat losses on an army's morale. Units of a demoralized army lose their ability to advance after combat for the remainder of the Folio game being played (or, in the Campaign Game, until their Corps or Nationality is undemoralized).

CASES:

[11.1] DEMORALIZATION LEVELS

The Individual Game Rules list Demoralization Levels for each force in each game.

[11.2] OCCURRENCE OF DEMORALIZATION

An army is demoralized when the total, in Combat Strength Points, of all its

units destroyed (known as the Casualty Level), reaches or exceeds its Demoralization Level.

[11.21] Either, both or all armies in any game may be demoralized. An army is not prevented from becoming demoralized by simple virtue of another army's becoming demoralized. However, it is possible that one army's demoralization level may increase due to an opposing army's demoralization.

[11.22] If both Players' armies reach, or exceed, their respective Demoralization Levels at the same instant (possible in an "Exchange" result), the non-Phasing Player is considered to have been demoralized first.

[12.0] OPTIONAL RULES

COMMENTARY:

Players may add either or both of the following rules to any of the four Folio games or the Campaign Game. These rules achieve a marked increase in the realism of the games, while sacrificing a small amount of playability.

CASES:

[12.1] COMBINED ARMS ATTACK

A Combined Arms Attack is an attack against a single hex in which at least one infantry, cavalry and artillery unit (bombarding or adjacent) is participating. In such an attack, the final odds column is increased by one (shifted to the right) full column; a "1-1" attack becomes a "2-1" attack, and a "6-1" remains a "6-1."

[12.2] IMPERIAL GUARD

The infantry of the Imperial Guard were elite troops thrown into battle only at the critical point to break the back of enemy resistance. Much of the French Army's morale depended upon the belief that the guard was unstoppable. If any infantry unit of the Imperial Guard is involved in an attack during the French Player's Combat Phase, and the result of that attack is Ae, Ar or Ex, the French Demoralization Level is immediately reduced by 20 Points.

[12.21] If the specific attack made by the French Imperial Guard infantry succeeds in demoralizing or disintegrating either the Anglo-Allied or Prussian Armies, then the French demoralization is not reduced, no matter what the Combat Result. [12.22] Units of the Imperial Guard are identified by a Command designation of "Gd".

[13.0] VICTORY CONDITIONS

GENERAL RULE:

In the Folio Games, victory may depend upon the fulfillment of a specific condition or conditions, or it may be dependent upon the acquisition of Victory Points. Points are awarded according to the Victory Point Schedule (if any). Victory is awarded to the Player who has amassed the greatest number of Victory Points at the end of the game, or to the Player who has fulfilled his specific Victory Condition.

PROCEDURE:

Each Player keeps track of the Victory Points that he has scored on a separate sheet of paper. At the end of the game, the number of Points is totalled for each Player, and the Player with the higher number of Points is awarded a victory.

CASES:

[13.1] OCCUPATION

Occupation is defined as having a Friendly unit physically on the hex in question or having been the last to have moved a Friendly unit onto the hex in question.

[13.11] The occupation definition can be met by moving a Friendly unit through the hex in question. Players should use blank counters of the appropriate color to keep track of which Player occupies which hexes, if necessary.

[13.2] AUTOMATIC VICTORY

If the French Army is demoralized, or if the Anglo-Allied or Prussian Army is disintegrated in any Folio Game, the opposing Player achieves an automatic victory.

THE INDIVIDUAL GAMES

From among the following Sections, Players must find the Section concerning the game they will play. For example, owners of La Belle Alliance Folio Game would skip directly to section 17.0; the intervening Sections have no bearing on that Folio Game. Owners of the Quadri Game who wish to play the Campaign Game should skip directly to the Campaign Game Rules Folder for the additional details required for play thereof.

[14.0] LIGNY

[14.1] HISTORICAL COMMENTARY

June 1815 finds a triumphant, but beleagured Napoleon again on the throne. Napoleon is outnumbered and virtually surrounded; his only chance to maintain the throne and the position of France is to gain a significant military victory. To succeed against these overwhelming odds, Napoleon boldly decides on an offensive designed to destroy two of his opponents and drive the English from the continent. At the field of Ligny, the Prussian I, II and III Corps concentrated to face the French invaders. The day is hot and Napoleon does not move decisively until 2:00 P.M.; he awaits the arrival of D'Erlon's Corps. The Prussian forces are ensconsed in extremely strong positions along the Ligny Creek and in the several towns in the area. Napoleon waits until late in the afternoon to launch a concerted attack by the Imperial Guard and the IV Corps, which drives the Prussians back in disarray. The Prussians are badly hurt and Napoleon is convinced that they are out of the campaign; but it is not the decisive defeat that Napoleon had hoped for.

[14.2] DEMORALIZATION AND DISINTEGRATION LEVELS

French Demoralization: (see 14.3)

Prussian Demoralization: 55 Prussian Disintegration: 74

Both Prussian Levels are reduced by three Points for each hex listed below while occupied by French units. Ligny: 0922, 1021, 1022, 1122. St. Amand: 0423, 0524, 0624.

[14.3] VICTORY CONDITIONS

The French Player wins if the Prussian Demoralization Level is reached **and** French losses are lower than 35 Strength Points. The Prussian Player wins by avoiding a French victory.

[15.0] QUATRE BRAS

[15.1] HISTORICAL COMMENTARY

At Quatre Bras, a wild battle occurred. Initially, the French II Corps and Cavalry Corps face a lone division of Dutch Belgian infantry; but the cautious French advance is thwarted and British reinforcements begin to arrive. Throughout the day Ney, who is conducting the French forces at the battle, awaits the arrival of I Corps and conducts piecemeal attacks against an increasingly strong British position. The First Corps never arrives and, although the vital crossroads at Quatre Bras are taken briefly by French cavalry it is the British who hold the ground at the end of the day. Though the British have won the battle of Ouatre Bras, the Prussian retreat makes the British position untenable. Wellington elects to retreat towards Brussels and previously surveyed defensive positions.

[15.2] DEMORALIZATION AND DISINTEGRATION LEVELS

French Demoralization, 1400-1500: 10

French Demoralization, 1600 & later: 25

British Demoralization: 25

British Disintegration: 40.

[15.3] VICTORY POINT SCHEDULE

- 1. Each Player is awarded one Victory Point for every Enemy Combat Strength Point eliminated.
- 2. Each Player is awarded one Victory Point at the end of each Game-Turn his units occupy Quatre Bras.
- 3. The Player who occupies Quatre Bras at the end of the game receives an additional five Victory Points.

[15.4] **FORCES**

The Anglo-Allied Player controls all Netherlanders, Brunswickers, Hanoverians, Nassauers, and British units. The units of these nationalities are always Friendly to each other, and always Enemy to the French. Leader units are not used in the **Quatre Bras** Folio (they are used only in the Campaign Game, which can be played only with the entire QuadriGame package). The French units marked as "Optional" in the initial deployment on the map and on the Turn Record Track never arrived in the actual battle (they were called off the map); their use will swing play balance heavily in the French favor. If Players wish to simulate the battle, they should not be used.

[16.0] WAVRE

[16.1] HISTORICAL COMMENTARY

The Prussians barely manage to keep the remnants of their shattered army together, but they fall back parallel with the British rather than away from them as Napoleon had hoped they would. Blucher gives Wellington assurance that he will, indeed, be available to assist Wellington if the need should arise. Wavre, a town on the Dyle River in Belgium, formed the focal point of the Prussian retreat and served as the rallying ground for their defeated army. Grouchy, partly because of his late start on the 17th and partly because of a poorly conducted pursuit, is several miles away from the Prussians as the 18th dawns. By 12 P.M. he has not yet begun to move his army, and despite the fact that the sounds of a heavy cannonade are coming from the west in the general vicinity of Waterloo he does not move towards them.

[16.2] DEMORALIZATION AND DISINTEGRATION LEVELS

French Demoralization: 30

Prussian Demoralization: 40

Prussian Disintegration: 50.

Modifications: The French Demoralization Level is raised by the then-current number of French Victory Points. For example, if the French Player has accumulated 15 Victory Points by Game-Turn Three, the French Demoralization Level is 45.

[16.3] VICTORY POINT SCHEDULE

- 1. The French Player receives 5 Victory Points for each French Combat Strength Point exited from the eastern map edge north of hex 0117 (inclusive) at any point in the game.
- 2. The Prussian Player receives one Victory Point for each Prussian Combat Strength Point exited from the eastern map edge north of hex 0117 (inclusive) on or before Game-Turn Four.
- 3. Each Player recieives one Victory Point for each Enemy Combat Strength Point destroyed.
- 4. The French Player receives one Victory Point for each Prussian Combat Strength Point still on the map at the end of the game.

[17.0] LA BELLE ALLIANCE

[17.1] HISTORICAL COMMENTARY

After pursuing Wellington's Anglo-Allies and being sure that they had indeed stopped and taken up positions, Napoleon bivouacs in front of the low ridge which cuts across the Brussles road near La Belle Alliance, where he makes his headquarters. Dawn finds the ground too wet for operations and it is not until noon that Napoleon launches his preliminary attack to clear the chateau of Hougomont. Napoleon's plan is not elegant. He pushes directly up the road toward Waterloo and Brussels to break the back of Wellington's army. Again and again, French infantry and cavalry combine in attacks against Wellington's extremely strong position. Now the battle reaches a climactic pitch when the French Old Guard assault the wavering center of the British line. But the Guard is repulsed, sent reeling back by a blast of British musket and artillery fire. The French Army breaks, and begins its long retreat to Paris. The most decisive campaign in European history has ended.

[17.2] DEMORALIZATION AND DISINTEGRATION LEVELS

French Demoralization: 60

Anglo-Allied Demoralization: 45

Prussian Demoralization: 25

Anglo-Allied Disintegration: 55

Prussian Disintegration: 35

Modifications: If the French Player demoralizes either the Anglo-Allied or Prussian Armies, the French Demoralization Level increases by 10 Points. If a French unit enters any hex of Waterloo, the Anglo-Allied Levels decrease by 20 Points. At the instant that the first combat occurs between Prussian and French units, the Anglo-Allied Demoralization and Disintegration Levels increase by 10 Points.

[17.3] VICTORY CONDITIONS

The French Player wins by demoralizing both the Prussian and Anglo-Allied Armies, or by causing the Anglo-Allied Army to reach its Disintegration Level.

The Allied Player wins by demoralizing the French Army or by avoiding the French Victory Conditions at the end of the game.

[17.4] **FORCES**

The Anglo-Allied Player controls all Prussians, Nassauers, British, Hanoverians, Netherlanders, Brunswickers, and K.G.L. units.

DESIGN CREDITS

Game Design: Kevin Zucker

Physical Systems and Graphics:

Redmond A. Simonsen

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Production: Manfred F. Milkuhn, Larry Catalano, Kevin Zucker, Linda Mosca, Daniel Jacobs.

Testing: R. Umbaugh, B. Lazarnik, M. Burden.

DESIGNER'S NOTES

To begin with, how much "design" did we actually start with when the "Waterloo Campaign" was first proposed—it seems surprising—a full year ago? Actually, not much more than the notion that four maps could be contrived to fit together ... this much was sketched out beforehand. And in fact, the game only seduced its designer after preliminary work on the actual terrain plan, which was troublesome. The basic source for the road net was the West Point Atlas of Napoleonic Wars, but for other features we used a period map.

At this point we first discovered the flaws of the game-maps used in earlier simulations of the campaign. In fact, there was a tradition of misinformation, particularly the wholly imaginary "hill" at Quatre Bras, which was passed down from AH to GDW. A third, topographical source revealed only the slightest of crests south of the town with a rise of about 10 meters between the initial French and Netherlands positions. The game's impetuous developer continually revised the terrain features to bring them into line with each new account of the battle, and confirmed them with fresh assaults against the New York Public Library's map division, armed only with a see-through hexgrid overlay and the latest prototype game-map.

While the map was in its first evolution, an order of battle for the folios was begun. While this, on a brigade level, is probably the most easily accessible OB of any historical period, the actual order of appearance and the precise location of units at given times is subject to controversy. This listing finally became so unwieldy that a Unit Manifest was devised, which listed each unit only once, but showed its location on each day and its time of arrival in the area. This, in turn, sparked the notion of standardized reduced strengths on the reverse side of each unit, while simultaneously it became apparent that these units could not sustain 50% losses in battle and remain coherent: such losses would give the survivors good cause to scatter to the winds, while a good number of troops would rally to a less badly-mauled brigade.

This rationale also explains the rather bloodylooking CRT used, with little modification, since the dawn of the NAW system; the loss of tactical unit effectiveness, as measured in temporary unit elimination, is not a measure of casualties per se but a measure of unit cohesion ... Thus units which have previously taken losses become more 'brittle'; their inability to reorganize after any further beating is an even more serious matter than the fact of their reduced strength. The rough handling that the Prussian First Corps' advanced guard received near Charleroi on the 15th June places these units in a precarious position from the start of the game. (As a footnote, it would be impossible for the French Player to reorganize the units of the 7th Division if lost on the 16th June -because of the proximity of their corps officer-and, even so, in the actual campaign what remained of these units stayed at the Ligny battlefield, and failed to show up to provide a planned rearguard at Quatre Bras after the events of 18th June.)

Napoleon could have been ensured of victory in the campaign if he had inflicted a decisive defeat on the Prussian army on the 16th. With Blucher obliged, even against his nature, to withdraw upon his lines of communications about Liege, Wellington's defeat by the greater part of the French army would have been no longer in doubt. Yet such an ignominious Prussian act would never come about in a game; and we could hardly award victory to an independent Prussian Player over the

French and British Players for so doing, for his army would have been next destroyed after Wellington's. With a three-player game thus ruled-out, means had to be found to keep the entirely separate, if not secretly hostile, Prussian and Anglo-Allied armies from cooperating as a single player would have them do. Thus came about the rules concerning communications. Wellington was even more prone to fall back upon his communications than was Blucher and, on the 15th, had actually ordered his army's concentration toward them, away from Napoleon's intended goal and the all-important support of the Prussians. An eye had always to be kept toward the maintenance of communications upon separate bases, by both Wellington and Blucher, until the firm commitment by the other could be insured; and any sort of concentration toward the inner flank had to be delayed until the decisive battle against Napoleon. Thus, even at Waterloo, Blucher held back his forces until Wellington's intentions could be seen.

DEVELOPER'S NOTES

The tactical situations presented in the four battles of the set include all types of Napoleonic era action: From the set piece assault of Ligny, to the wildly variable Quatre Bras, to the monumental action at La Belle Alliance, to the double delaying action at Wavre, all games present the Player with a challenging situation. It is recommended that players utilize the Combined Arms and Imperial Guard special rules to show the rather important and interesting ineraction of the tactical arms of these forces. What about the Crest

hexsides? It is just possible (although arguably) that Wellington's use of reverse slope tactics against Napoleon and his Generals just about outmoded Napoleon's artillery-based type of warfare. At Ligny, for example, Blucher insisted, against Wellington's advice, on deploying on the forward slopes of the surrounding hills, virtually assuring the destruction of Blucher's three Corps at Ligny. On the other hand Wellington, deploying his small, but well disciplined force on the reverse of a low ridge, stopped Napoleon for nearly six hours until the arrival of Blucher's Prussians sealed Napoleon's fate.

As in the design of a game the play of a game concerns itself with a series of decisions. In a tactical sense there are always a seeming myriad in every game; whether or not to advance, how to allocate these Combat Strength Points (ad infinitum). In a strategic sense (when there is one) these decisions are usually fewer in number and considerably more subtle. The Player who is rewarded by his strategy is the Player who makes one or two basic decisions; takes a limited point of view as to the problems involved. Then analyzes them correctly and acts on them quickly and efficiently with a minimum of haste and plenty of room for mistakes and "bad luck". Don't be too fancy: You may find yourself with your back to a locked door.

As a final word, the concomitant development of Wellington's Victory and the discussion and examination of the campaign that resulted was extremely valuable for all involved.

[5.6] TERRAIN EFFECTS CHART

To determine the cost, in Movement Points, to enter a hex, ascertain the type of terrain in question (check the terrain key if in doubt), and find the corresponding Terrain category on the Terrain Effects Chart. The **full cost** shown must be paid; if the unit has insufficient Movement Points remaining to pay the full cost, it may not enter that hex that Phase.

Terrain	Movement Points (MP) to Enter (or cross)	Effect on Combat
Clear Hex	1 MP	No effect.
Forest Hex and Marsh Hex	Cav. & Horse Art.: 4 MP Inf. & Art.: 2 MP	Cavalry: Strength halved when attacking into or defending in hex. All others: No effect.
Crest Hexside	No additional MP	No effect.
Road Hex	½ MP if entered through Road Hexside.	Depends on other terrain.
Trail Hex	1 MP if entered through Trail Hexside.	Depends on other terrain.
Chateau Hex	2 MP	Defender tripled in hex.
Town Hex	1 MP	Defender doubled in hex.
River Hexside	May only cross at Bridges.	May only attack across Bridges.
Stream Hexside	2 MP additional to cross.	Defender doubled when attacked exclusively through Stream Hexsides.
Bridge Hexside	No additional MP	Defender doubled when attacked exclusively through Bridge Hexside.

NAPOLEON'S LAST BATTLES

CAMPAIGN RULES

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[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.



[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, the Anglo-Allied units in 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.

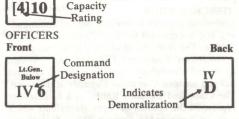
[19.0] **LEADERS**

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 refered 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

Command



[19.2] LEADER OPERATIONS

Duke of

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

[19.21] How Leaders Move

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

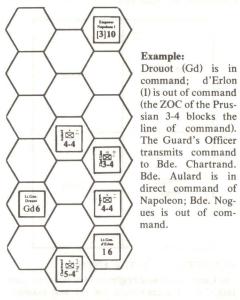
[20.0] **COMMAND**

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.



[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 Demoralimmediately. 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

[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 after 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

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

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.

21 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 Assetts

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 Assetts 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 Assetts

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 Assetts

3rd Cav. Div. Domon, Doguereau.

IV CORPS GERARD

12th Div. Percheux

Bde. Rome, Bde. Schoeffer.

13th Div. Vichery Bde. Le Capitaine, Bde. Desprez.

14th Div. Bourmont

Bde. Hulot, Bde. Toussaint.

Corps Assetts

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 Assetts

Noury.

I Cavalry Corps Pajol

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

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),

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.

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. Borcke 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

16th Bde, Hiller

Land.

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

13th Bde. Hacke

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

14th Bde. Ryssel

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

Cavalry Wilhelm

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

NAPOLEONS LAST BATTLES COUNTERMIX

Please note that the 200 countersheet supplied with this game of Napoleons Last Battles is correct and quite adequate to play either the Campaign game or any single game within the quad.

Originally the games that make up Napoleons Last Battles could be obtained individually or as a complete package and to cater for the former it was necessary to produce a 400 countersheet which was then split and divided between the 4 games or put into the quad game in its entirety.

It was recently decided to phase out the individual games and offer only the quad for sale. In the interests of economy we reduced the countermix to that which you have received thus effectively cutting out the wasteful duplication that existed in the original.

The Campaign rules for this game are bound into the centre of the Standard Rules.

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