

Napoleon at Waterloo

INTRODUCTION

The basic purpose of this game is to serve as an exemplary introduction to the essentials of *game simulations*. A game-simulation strives to symbolically re-create a particular set of "real-world" events and, through this re-creation, give the players the opportunity to manipulate the decision-making forces behind those events.

Napoleon at Waterloo is, specifically, an historical, military-conflict game-simulation which re-creates the climactic Battle of Waterloo that occurred in June of 1815 between the forces of the French, commanded by Napoleon, and the forces of the Anglo-Prussian Allies, commanded by Wellington. What you will be participating in then, is basically a two-player game in which the opponents substitute their decision making ability for that of the original commanders. As you may discover, this not only provides you with an enjoyable, competitive diversion, but also enables you to "re-write" history by exercising better (or worse!) judgement than the actual combatants... with the additional comfort of not having anybody bleed if you *do* err.

The Battle of Waterloo brought about the final defeat of Napoleon and consequently ended the twenty-three year period of the Napoleonic Wars. The map-sheet upon which the Battle of Waterloo is re-fought represents that little area in Belgium in which this momentous engagement occurred (the outcome of which still bears upon the present course of events). The map is very similar to a conventional map, the major difference being the superimposition of an overall hexagonal grid. This pattern of hexagons serves much the same purpose as does the square grid found on a common Chess board: it regularizes the movement and placement of the playing-pieces.

The playing-pieces themselves represent the actual military units which participated in the real battle. The symbols on each of the square "unit-counters" identify that unit as to its type (i.e. Infantry, Cavalry, or Artillery) and the large two-number designations give information as to the relative strength and movement capability of that unit.

The players take turns moving their units and engaging in battle. The outcome of each individual battle is determined by comparing the relative numerical strengths of the units involved. This comparison expresses the probability of success for the attacking units. Players use this probability ratio in conjunction with the Combat Results Table in order to resolve the outcome of the battle.

The overall winner of the game is determined essentially by the number of enemy units destroyed by such attacks. In *Napoleon at Waterloo*, the "burden of attack" is placed primarily upon the French player, while the Anglo-Prussian player seeks to prevent Napoleon's forces from breaking through his defense, and attempting at the same time to destroy a sizeable number of French units. Each turn in the game represents the passage of one hour of "real-time." Each hexagon on the map represents 400 meters of actual ground. Each unit counter playing-piece simulates a division-sized military formation. The map, playing pieces, Combat Resolution Table and the rules of play are the result of both historical research and empirical play-testing. Taken as a whole the game accurately portrays the situation Napoleon found himself faced with over 150 years ago. The challenge presented to the players is to evolve their own solution to the same predicament.

Rules of Play

THE MAP

General Description

The map depicts that area of Belgium in which the *Battle of Waterloo* was fought. The hexagonal grid superimposed upon the map is used to determine movement and exact positioning of the playing pieces. Movement and Combat are affected by the terrain on the map as outlined in the Terrain Effects Chart. The individual hexagons on the map will hereafter be referred to as "hexes."

Cases:

- (A.) There are three types of terrain features found on the map which have a bearing upon the play of the game:
- (1.) *Wood-hexes* (blocks movement of units)
 - (2.) *Town-hexes* (amplifies the defensive strength of occupying units)
 - (3.) *Road-hexes* (allows passage through otherwise impassable wood-hexes)

- (B.) A given hex is considered to be a specific type of terrain if all or any part or it contains that terrain feature symbol.

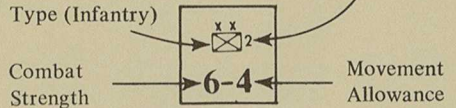
- (C.) The names of towns, and the other incidental terrain features other than those mentioned in Case A., have no effect upon the play of the game and are included only for historical "color."

THE PLAYING PIECES

General Description

The square cardboard playing pieces in the game represent the actual military units present at the Battle of Waterloo. The numbers and symbols on the pieces represent the strength, movement-capability, and type of military unit simulated by that particular playing piece. Playing pieces will hereafter be referred to as "units" or "unit-counters."

Historical Unit Designation (the "2nd Division")



Symbol Key:

Infantry: Cavalry: Artillery:

Definition of Terms:

Combat Strength: The relative strength of a unit with regard to attack and defense, expressed in terms of *Strength Points*.

Movement Allowance: The *maximum* number of hexes which a unit may be moved in a single turn, expressed in terms of *Movement Points*: one Movement Point is expended for each hex entered.

Cases:

- (A.) There are three basic types of units in the game: 1. Infantry Divisions; 2. Cavalry Divisions; 3. Artillery Divisions

- (B.) There are three major nationalities in the game as represented by the three different colors of unit counters:
FRENCH: — the Blue counters (*First Player's army*)

- BRITISH:** — the Red Counters and
PRUSSIAN: — the Green counters (*Second Player's army*)

- (C.) The unit designations shown on the counters are given for historical-background purposes only, and do not affect the play of the game.

URNS OF PLAY

General Rule:

The game is played in turns. Each complete *Game-Turn* represents one hour of elapsed time. The game is ten Game-Turns in length. Each *Game-Turn* consists of two *Player-Turns*: (1.) the French Player-Turn. (2.) the Allied Player-Turn. Each Player-Turn is divided into two separate *phases*: (1.) the Movement-Phase (2.) the Combat-Phase

Procedure:

The sequence of play is as follows:

- Step 1. *The French Movement Phase:* French Player moves his units as desired.
- Step 2. *The French Combat Phase:* French Player executes any and all attacks against the Allied Player's units.
- Step 3. *The Allied Movement Phase:* Allied Player moves his units as desired.
- Step 4. *The Allied Combat Phase:* Allied Player executes any and all attacks against the French Player's units.
- Step 5. The Players indicate the passage of one complete Game-Turn on the Time Record.

Players repeat Steps 1 through 5 until one player wins or until the tenth turn is completed at which point the game is finished.

Cases:

- (A.) No *combat* takes place during the Movement Phase of a Player-Turn.
(B.) No *movement* takes place during the Combat Phase of a Player-Turn (except as directed by the Combat Resolution Table).
(C.) No Allied movement or attacking takes place during the French Player-Turn and vice-versa.

SETTING UP THE GAME

General Rule:

Players set up their units on the map according to the positions indicated by the unit pictures printed in the hexagons. All indicated positions South of the Front Line are Allied units. All those South of the Front Line are French. The GREEN Allied unit counters represent the Prussians. Place the Prussian units on the East side.

Procedure:

Players set up their units simultaneously. It is not imperative that the exact unit, with respect to historical-designation, be placed on its pictured position. The essential thing is that the exact unit, with respect to *strength-numbers and type*, be placed on the appropriate starting position.

The Prussian units enter the game (i.e. come on the map) at the beginning of the Allied Player's second turn.

Cases:

- (A.) The placement of the units on their starting-position-hexes does NOT constitute a turn or any Phase of a turn. Once the units have been placed, the game begins with the French Player's first Movement Phase.
(B.) The Prussians enter the game at the beginning of the Allied Player's second turn. They come on the map anywhere along the East edge. They may enter at as many different points as desired by the Allied Player. The act of placing a Prussian unit on the map extends one Movement Point. The Prussian units may move and fight on their turn of

entry just like any other Allied unit. Prussian losses count as part of total Allied losses. The entry of the Prussian units may not be deliberately delayed, nor may they leave the map once they have been brought on.

MOVEMENT

General Rule:

During the Movement Phase of his turn, a Player may move as many or as few of his units as he desires, moving them in any direction or combination of directions.

Procedure:

Units are moved by counting each hex that the unit enters as the expenditure of one *Movement Point* out of that unit's total Movement (point) Allowance. For example, a unit with a Movement Allowance of FOUR, could move as much as four hexes in a single Movement Phase.

Cases:

- (A.) No Enemy movement is allowed during Friendly movement.
(B.) No attacks, Enemy or Friendly, take place during the Movement Phase of a Player's turn.
(C.) Each hex moved into by a unit, costs that unit one Movement Point. Units may not exceed their total Movement Allowance in any given Player Turn.
(D.) Movement from hex-to-hex must be consecutive: that is to say, a unit may not skip hexes.
(E.) Units may move *through* hexes occupied by Friendly units. They may NOT move through or into hexes occupied by Enemy units.

- (F.) Units may NOT finish their Movement Phase in the same hex as other units (Enemy or Friendly). In other words, Players may NOT place more than *one* unit in a given hex.

- (G.) Units which enter the Zone of Control of an Enemy unit *MUST STOP!* They may NOT travel through an Enemy controlled hex nor may they leave an Enemy controlled hex once they enter it. Of course, once the Enemy unit(s) exerting the Zone of Control upon that hex is destroyed or retreated as a result of combat, the hex is no longer an "Enemy controlled hex" and the Friendly unit may leave.

- (H.) Units beginning their Movement Phase in an Enemy Zone of Control MAY NOT MOVE AT ALL during that Movement Phase.

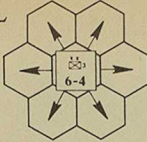
- (I.) In any given turn a Player may choose to move NONE, SOME or ALL of his units (consistent with the rules regarding Zones of Control). Units *may* be moved LESS than their total Movement Allowance, but they may NEVER be moved MORE than their Movement Allowance in any one turn.

- (J.) The only Woods-hexes which may be entered by any units, are those traversed by Roads. Such hexes may only be entered from the direction in which the road enters the Wood-hex: i.e. units must enter and exit Woods/Road-hexes by traveling along the road leading into and out of the Woods. Movement in non-road Woods hexes is not allowed.

- (K.) 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 Player-Turn, not may it change its move without the consent of the opposing Player.

- (L.) Movement Points are NOT transferable from unit to unit, nor may they be accumulated from turn to turn.

ONES OF CONTROL



General Rule:

Every unit "controls" the six hexagons directly adjacent to the one it occupies, with respect to enemy movement and combat.

Cases:

- (A.) All units exert a Zone of Control at all times, whether or not it is that Player's turn.
(B.) Friendly units are not inhibited in any way by the Zones of Control of other Friendly units.
(C.) Friendly units may enter the Zone of Control of Enemy units (i.e. they may move adjacent to Enemy units) but they may NOT move *through* an Enemy controlled hex. In other words, they must stop upon entering the first Enemy controlled hex that they encounter.
(D.) Once in an Enemy controlled hex, a Friendly unit may NOT move out of that hex until the Enemy unit is either destroyed or retreated as a result of combat, or until the Friendly unit itself is forced to retreat as a result of combat.
(E.) More than one unit may exert a Zone of Control over the same hex.
(F.) The overlapping of Zones of Control between *non-adjacent* units of opposing armies has no effect upon those units; only when the units themselves are actually in each other's Zones of Control does the Zone of Control rule apply.
(G.) Zones of Control affect adjacent opposing units mutually: That is to say, neither unit can leave the presence of the other until one of the units is destroyed or retreated as a result of combat.

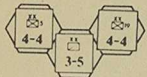
COMBAT

General Rule:

Combat is resolved by comparing the *total* combat strength of the attacking unit(s) to that of the adjacent defending unit(s). The comparison is stated as a probability ratio: Attacker's Combat Strength to Defender's Combat Strength. The ratio is simplified to conform to the *odds* given on the *Combat Resolution Table* (the ratio is always rounded off in *favor* of the defending unit(s) if it does not exactly conform to the ratios given in the table). A die is rolled (by the Attacking Player) and the result is read from the appropriate line of the table. The Attacking Player IMMEDIATELY takes the action indicated on the table before going on to resolve any other attacks he may be executing during that Combat Phase.

Example:

Two French Infantry units (with a combined strength of EIGHT Combat Strength Points) attack one Allied Cavalry unit (Combat Strength of THREE). The odds of the attack are EIGHT-to-THREE which are then simplified (and rounded off in favor of the defender) to an odds-situation of TWO-to-ONE. The French Player rolls the die and looks at the results given under the "TWO to ONE" column on the line indicated by the die-roll number. The result indicated takes effect IMMEDIATELY.



Cases:

- (A.) To engage an Enemy unit in combat, the attacking unit(s) must be adjacent to that Enemy unit during the Combat Phase of the Attacking Player's turn. (Exception: see ARTILLERY RULE)

(B.) *ALL* Enemy units to which there are Friendly units adjacent *MUST* be attacked in the Combat Phase of those Friendly units. *ALL* Friendly units which are adjacent to Enemy units *MUST* participate in an attack during the Combat Phase of the Player's turn.

- (C.) The Attacking Player has the choice of resolving his attacks in any order he wishes as long as *ALL* adjacent Enemy units are attacked. The Attacking Player may choose which attacking units will attack which defending units as long as *ALL* of his units which are *adjacent* to Enemy units participate in an attack.

- (D.) No defending unit may be attacked more than once per turn, nor may any attacking unit attack more than once per turn.

- (E.) More than one attacking unit may participate in an attack against a single defending unit (as long as all the attacking units are adjacent to the defender). The Combat Strengths of the attacking units are totaled into one combined Combat Strength and then compared to that of the defending unit in order to determine the odds.

- (F.) A single attacking unit may make an attack against two or more defending units to which it is adjacent. The Combat Strengths of the defenders are totaled into one combined Strength to which the attacking unit compares its Strength to determine the odds.

- (G.) Players may deliberately 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). Such "suicidal" attacks are euphemistically called "diversionary attacks."

- (H.) Whenever, as a direct result of combat, an Enemy unit is thrown back (retreated) or removed from play (eliminated) the victorious unit may advance into the hex formerly occupied by the defeated force. The option to advance is exercised *IMMEDIATELY*. The advance may be made even if the advancing unit is still in an Enemy unit's Zone of Control. Retreating and advancing due to combat is not considered as part of regular Movement and is not counted as an expenditure of Movement Points.

- (I.) The Combat Strength of a unit *must* be used as an integral whole. That is, it may not be split in order to apply some Strength Points to one attack and some to another.

- (J.) Units defending in Towns DOUBLE their strength (on defense). Example: A unit with a basic strength of FOUR Combat Points would defend (in a Town-hex) as if it had a strength of EIGHT Combat Points.

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 adjacent to opposing units. In other words, artillery may participate in two types of attack, depending on their distance from the defending unit (adjacent or two hexes distant). Unlike other units, Artillery units are never destroyed or forced to retreat when *bombarding* a unit, although they are affected by all combat results when they are adjacent to the unit being attacked.

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 range of two hexes) are not affected by combat results. Thus if an "Exchange" were the result in an attack 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.

Cases:

- (A.) Artillery units may attack Enemy units which are two hexes away, but they are never forced to attack an Enemy unit merely because it is within two hexes. Artillery units *must* participate in an attack if they are adjacent to an Enemy unit, although they would not necessarily have to attack the *adjacent* unit: some other Friendly unit could attack the adjacent Enemy unit, while the Artillery unit would be free to bombard another Enemy unit two hexes away. This might only be done if there were another Enemy unit within two hexes.

- (B.) Artillery units may attack alone, in concert with other Artillery units, or in concert with Infantry and/or Cavalry units. Artillery units may combine attacks from adjacent positions, and in the bombardment role of two hexes distant.

- (C.) When an attack fails, bombarding artillery (i.e., attacking from two hexes distant) suffer no ill effects: they are never destroyed or retreated as a result of their own failed attacks. Artillery units attacking from an *adjacent* position must suffer all the combat results of their attacks. Bombarding Artillery units may voluntarily elect to suffer an "Attacker Retreat" combat result. When cooperating with other, non-artillery units, these other units always suffer all combat results, no matter what the distance of the attacking artillery.

- (D.) Artillery units may only attack a single unit when bombarding; when attacking from an adjacent position, artillery units may attack as many units as they are adjacent to.

- (E.) When artillery units themselves are attacked, they suffer all combat results as do all other units. Artillery units may not use their two-hex range in a defensive situation.

- (F.) Artillery units may fire over other intervening units (Enemy or Friendly) and Town hexes in order to attack from two hexes distant. Artillery may not fire over Woods hexes to attack Enemy units two hexes away.

- (G.) When a unit is destroyed or retreated by attacking artillery which is not adjacent to the defender, the attacking artillery may not advance.

HOW THE GAME IS WON: DEMORALIZATION AND THE CONDITIONS OF VICTORY

General Rule:

THE FRENCH PLAYER WINS if his army destroys forty Enemy Combat Strength Points and succeeds in exiting seven French units (of any type) off the North edge of the map on or before the tenth turn of the game. The forty Enemy strength points must be destroyed *BEFORE* the Enemy has destroyed forty French Strength Points.

THE ALLIED PLAYER WINS if his army destroys forty French Combat Strength Points *BEFORE* the enemy destroys forty Allied Strength Points.

THE GAME IS A DRAW if neither side destroys forty Enemy Strength Points or if the French manage to destroy forty Enemy Strength Points but fail to exit the required seven units off the map. A Draw can be considered something of a victory for the Allied Player, since in reality, Napoleon would have had to win the battle in order to have had any hope of future success.

ALLIED DEMORALIZATION:

If the French Player destroys forty Enemy Combat Strength Points first, but has not yet exited seven units off the map, the game continues but the Allied units (including the Prussians) are considered to be *DEMORALIZED*. Demoralization takes effect *immediately*, even if the Demoralization point is reached in the middle of a Player-Turn. Once demoralized, the Allies remain so for the rest of the game. Once they have been demoralized, the best that the Allies can hope for is a Draw (by preventing the exit of some or all of the seven French units). The French army is *never* demoralized (for the point at which they would be demoralized, fulfills the Allied Victory Condition).

Procedure:

Both Players should keep a running total of the Combat Strength Points lost by both sides. The French Player should not count exited units into his losses, and should keep exited units on display off the map.

Cases: (for Demoralization & Conditions of Victory)

- (A.) Whichever side achieves its Victory Conditions first, is declared the winner *IMMEDIATELY* and the game is ended.

- (B.) The French units exiting in the North may do so only from the hexes marked with the arrows. The Act of exiting from the edge of the map expends one Movement Point. Exited units may *not* return to the game.

- (C.) The exiting French units do not all have to exit in the same turn nor from the same exit-hex. They may exit before and/or after the French Player destroys forty Allied Combat Points. *Allied* units may *never* exit from the map, even to avoid being destroyed.

- (D.) French units which are forced to *retreat* off the map due to Allied attacks, are not counted as exiting units even if they are forced off from "exit-hexes." They are counted as destroyed units instead, just as would Allied units in a similar case.

- (E.) Effects of Allied Demoralization: When the Allies become Demoralized, their ability to attack and to defend is impaired in the following manner:

- (1.) All Allied attacks are *reduced* by one odds-column. For example, an Allied attack at THREE to ONE odds is automatically devalued to TWO to ONE odds.

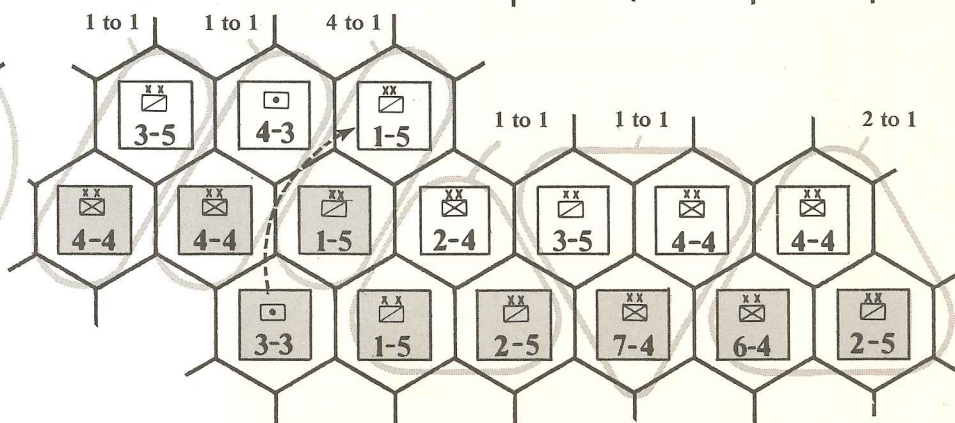
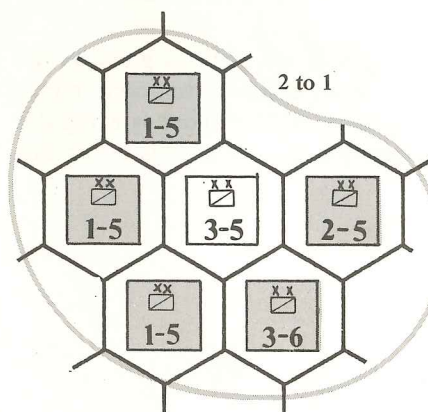
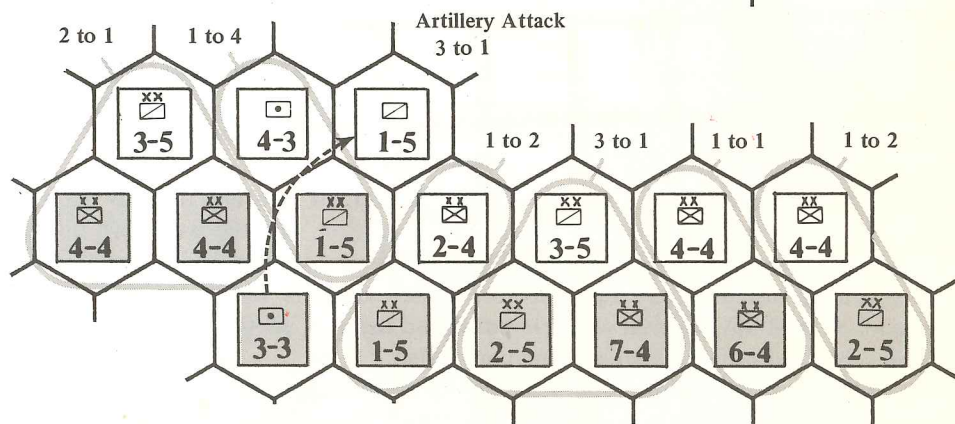
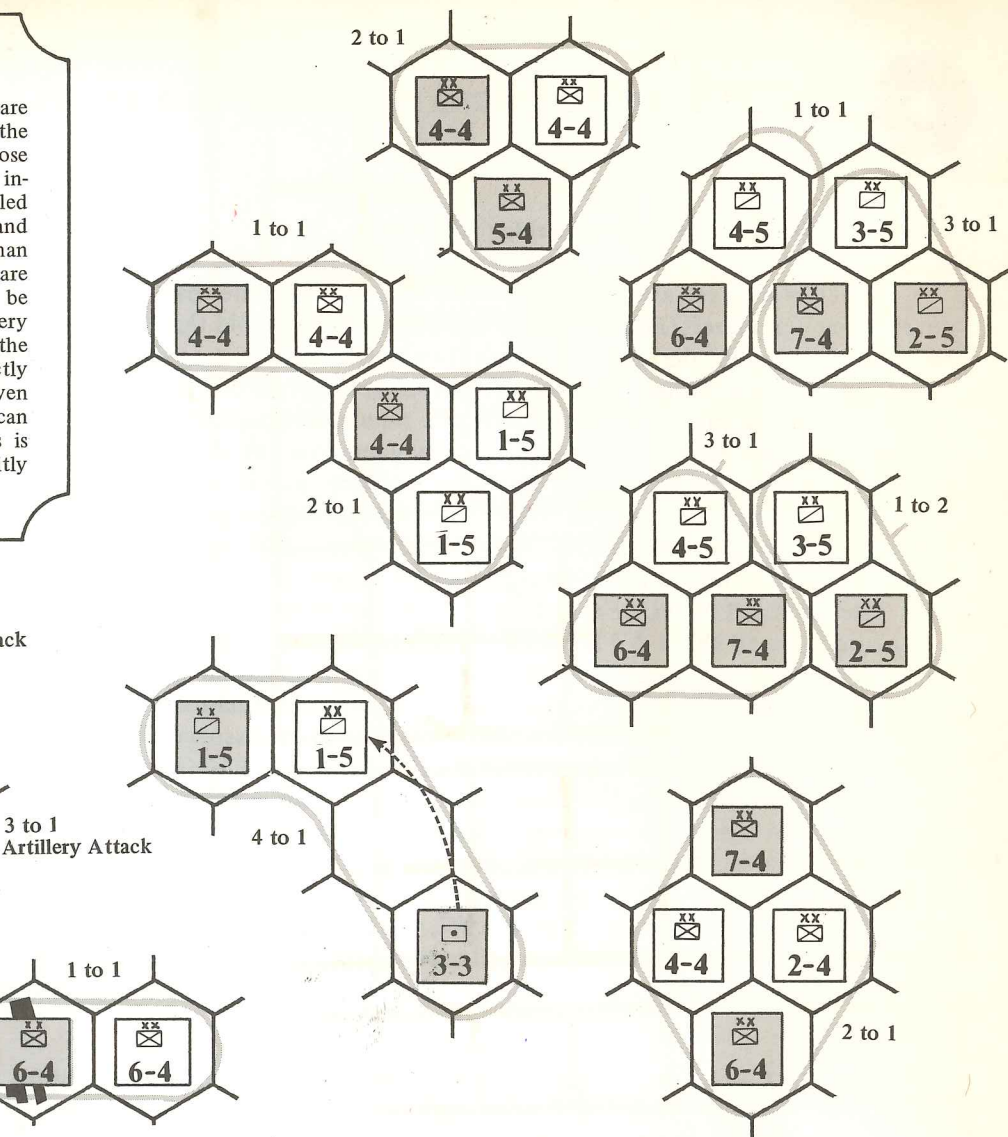
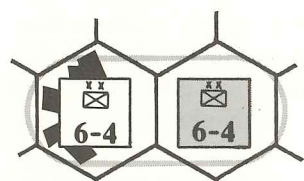
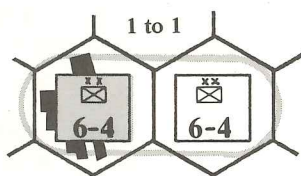
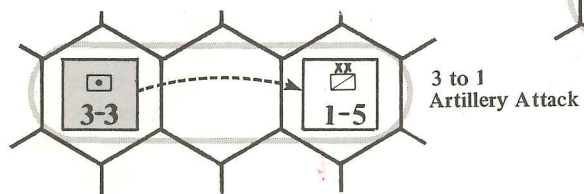
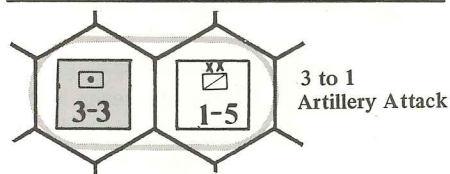
- (2.) All French attacks are *increased* by one odds-column. For example, a French attack at THREE to ONE odds is automatically upgraded to FOUR to ONE odds.

The Allies suffer this impairment IMMEDIATELY upon becoming Demoralized. Demoralization effects continue until the end of the game. If the Allies, after having been Demoralized, should destroy forty French Combat points this achievement does *not* constitute an Allied victory nor does it Demoralize the French or in any way relieve the effects of Allied Demoralization. As has been pointed out in the General Rule, once the Allies have been Demoralized the best they can hope for is a Draw. The reasoning behind this seeming inequity is that the French Army would be so heartened by the defeat of the Allies that subsequent French losses would not demoralize them.

- (F.) If, by some freak chance, BOTH Players should reach the forty-Strength Point loss-level at *exactly* the same moment (due to an "Exchange" result in combat) the French Player wins if he has already exited seven units off the North edge. If the French Player has NOT done so, then the Allied Player would be declared the winner.

EXAMPLES OF ATTACKS

In the following examples, the Grey units are the Attackers and the untinted units are the Defenders. A circle is drawn around those units (Attacker and Defender) which are involved in combat with each other. Each circled *Battle-situation* constitutes an attack and would require the rolling of the die. Note that when several attacking and defending units are adjacent to each other the attacks may be constituted in more than one way. Artillery attacks are indicated with an arrow when the defending unit being bombarded is not directly adjacent. The odds of each attack are given next to each situation. Anything which can logically be inferred from these examples is tantamount to a rule unless it is explicitly covered in the written rules.





Well game-simulations are something like this. . . .

Basically they are attempts to simulate (but not duplicate) past or future events using *quantification* (reducing everything to numbers) and the laws of probability (which hold that, while a certain range of outcomes is possible in a conflict situation, the order in which they occur is subject to chance). Game simulations do not predict with unerring accuracy; rather, they instruct you about the situation. The game simulation serves as a mutable framework within which you can see different parts of a simulated situation interact. A book can have but one ending, a game can end any number of ways. . . and in every game you can clearly see why the game evolves and ends the way it does. You and the other players control the decisions made in the game framework. Thus you can control and experiment with the situations. While the games are, on the surface, competitive interactions between individuals, they are more frequently "played with" than played. People can't resist pulling out the games and seeing for themselves (and often *just* by themselves) "what might have happened if. . . ?"

The enclosed *NAPOLEON AT WATERLOO* game is intended to introduce the "uninitiated" to what game simulations are all about. *NAW* contains many of the basic elements found in our other games. These elements have been simplified to the point where they can be easily understood by someone with no other experience of this type of game. Once you understand the basic elements of game-simulations, it is relatively easy to grasp and play any of the other games we publish. It's like learning to read: once you associate the symbols to reality, you're on your way.

We're sending a free copy of *NAPOLEON AT WATERLOO* to each new reader not only to introduce you to game-simulations, but also to thank you for your subscription and "to pave the way" for your enjoyment of *STRATEGY & TACTICS* magazine. Each issue of *S&T* will contain a new game-simulation, more complex than, but basically similar to, *NAPOLEON AT WATERLOO*. Just because we have been prompt in sending your introductory game, we request that you do not expect your first issue of the magazine as quickly. To illustrate: if we receive your order for a subscription after 1 March, 1972, you missed our deadline for new subscribers to receive the March April issue Nr. 31. The first issue that you will receive will be the May June issue Nr. 32 (expected shipping date 15 May, 1972). So please be patient: *S&T* is coming, soon enough. Thank you for your patience in advance.

Each *S&T* magazine, in addition to enclosing a complete game-simulation, supplies additional material on the same subject as the game, and provides other hard data from which games are (or could be) constructed. Other articles review games and examine other game-simulation aspects. The subject is always history, but the method and treatment of this material is game-simulation oriented. Readers may also be interested in *S&T's* companion magazine, *MOVES*, which deals with the more nuts-and-bolts aspects of game-simulation theory and technique.

We hope that this is what you were looking for. It is a new approach, and certainly not perfect. Game-simulations sometimes seem to people as either a "finite" solution or else something that wrongly pretends to being the "last word". We believe neither of these views.

Game-simulations are merely another tool. How you use them is up to you. They present an alternative approach to the study of history, the human condition, and the world we inhabit. It is true that this method adopts much from the "systems" approach. The validity of considering human activities as a system is not yet proven. The idea that so much can be reduced to numbers (part of the "systems" approach) is not yet widely accepted. This approach, and the material we have published using it, should be used with a good deal of care and circumspection. This is our attitude; we suggest it be yours also.

We try to be open-minded and fair with any situation we approach. Our conclusions are only as good as the material we have available to us while reaching them. If you ever disagree with us and have something concrete to back you up, let us know. We'll never be perfect, but we keep on trying. In every issue of *S&T* there is a regular feature called *OUTGOING MAIL*, through which we editorialize and keep our readers in touch. This letter was written in the same spirit, so you will be hearing from us again.

Once more thank you for your subscription and support

Yours,

James F. Dunnigan, Editor, *STRATEGY & TACTICS*

Napoleon at Waterloo / Standard Game


Anglo-Allies

 ¹ 7-4	 ³ 6-4	 ² 5-4	 ³ 4-4	 ² 6-4	 ⁴ 6-4	 ⁵ 7-4
 ⁶ 6-4	 ^{Bru} 2-4	 ¹ 4-5	 4-5	 3-5	 3-5	 ^{DB} 1-5

Prussian

 ^I 3-3	 ^R 3-3	T	 5-4	 4-4	 4-4	 4-4
 ^{II} 2-3	 1-4	 4-4	 3-5	 3-5	 4-3	 3-3

French

 ^{Gd} 7-4	 ^{Gd} 6-4	 ¹² 5-4	 ¹ 4-4	 ² 5-4	 ³ 4-4	 ⁴ 4-4
 ⁵ 4-4	 ⁶ 7-4	 ⁹ 5-4	 ¹⁹ 4-4	 ²⁰ 2-4	 ^{Gd Lte} 3-6	 ^{Gd Hvy} 4-5
 ¹ 2-5	 ² 2-5	 ¹¹ 2-5	 ¹² 2-5	 ¹³ 1-5	 ¹⁴ 1-5	 ¹⁵ 1-5
 ^{Gd} 5-3	 ^I 3-3	 ^{II} 3-3	 ^{VI} 2-3	 ³ 1-5		

40393837363534333231302928272625242322212019181716151413121110987654321

DEMORALIZATION SCALE:



EXITED FRENCH UNITS:					

COMBAT RESOLUTION TABLE											
Probability ratios (Odds): Attack Strength to Defense Strength											
Die	1 to 5	1 to 4	1 to 3	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	Die
1	AE	Ar	Dr	DE	DE	DE	DE	DE	DE	DE	1
2	AE	Ar	Dr	DE	DE	DE	DE	DE	DE	DE	2
3	AE	Ar	Dr	DE	DE	DE	DE	DE	DE	DE	3
4	AE	Ar	Dr	DE	DE	DE	DE	DE	DE	DE	4
5	AE	Ar	Dr	DE	DE	DE	DE	DE	DE	DE	5
6	AE	Ar	Dr	DE	DE	DE	DE	DE	DE	DE	6

COMBAT RESOLUTION TABLE											
Probability ratios (Odds): Attack Strength to Defense Strength											
Die	1 to 5	1 to 4	1 to 3	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	Die
1	AE	Ar	Ar	Dr	Dr	Dr	DE	DE	DE	DE	1
2	AE	AE	Ar	Ar	Dr	Dr	Dr	DE	DE	DE	2
3	AE	AE	AE	Ar	Dr	Dr	Dr	Dr	DE	DE	3
4	AE	AE	AE	Ar	Ar	Dr	Dr	Dr	DE	DE	4
5	AE	AE	AE	Ar	Ar	EX	Dr	EX	EX	DE	5
6	AE	AE	AE	AE	Ar	Ar	EX	EX	EX	DE	6

Use the first destroyed Enemy unit as a marker. Move the unit up the scale as losses are inflicted upon the Player to whom that unit belongs.

Napoleon at Waterloo

EXPLANATION OF RESULTS

AE= Attacker Eliminated: The attacking unit(s) is eliminated (destroyed) and is immediately removed from the map.

Ar= Attacker Retreats: The attacking unit(s) is immediately moved back one hex.

EX= Exchange: The defending unit(s) is eliminated and the attacking unit(s) suffer a loss AT LEAST equal (in terms of Strength Points) to that of the Defender. Only those attacking units directly involved in that particular attack may be used to make up this equal exchange of Strength Point losses. This will sometimes mean that the Attacker will be forced to lose more Combat Strength Points than the Defender. Both side's losses are immediately removed from the map. A surviving attacking unit may then exercise the option to advance into the hex formerly occupied by the Defender.

Dr= Defender Retreats: The defending unit(s) is immediately moved back one hex.

DE= Defender Eliminated: The defending unit(s) is eliminated (destroyed) and is immediately removed from the map.

TERRAIN EFFECTS CHART		
Type of Terrain	Effect on Movement	Effect on Combat
Clear Terrain & Clear Terrain/Roads	Costs units one Movement Point per hex.	No effect.
Towns & Woods/Roads	Costs units one Movement Point per hex.	Defending unit DOUBLES its Combat Strength. Combat Strength remains at normal value when units attack from such terrain.
Woods	Entry PROHIBITED.	Artillery may not fire over an intervening woods hex.

A hex is considered to be Woods terrain if all or any part of it contains the symbol of that terrain.

COMBAT RESOLUTION TABLE

Determine the odds of each given attack as per the table of combat. The die is rolled once (by the attacking Player) for each separate attack.

Each vertical column on the Combat Resolution Table gives the six possible outcomes of an attack being made at those odds. The numbers on the sides of the table correspond to the numbers on the die. By cross-referencing the die-number with the attacking odds, the attacking Player arrives at the result of a given attack.

EXPLANATION OF RESULTS

AE – Attacker Eliminated: The attacking unit(s) is (are) eliminated (destroyed) and immediately removed from the map.

Ar – Attacker Retreats: The attacking unit(s) is (are) immediately moved back one hex.

EX – Exchange: The defending unit(s) is (are) eliminated and the attacking unit(s) suffer a loss AT LEAST equal (in terms of Strength Points) to that of the Defender. Only those attacking units directly involved in that particular attack may be used to make up this equal exchange of Strength Point losses. This will sometimes mean that the Attacker will be forced to lose more Combat Strength Points than the Defender. Both sides' losses are immediately removed from the map. A surviving attacking unit may then exercise the option to advance into the hex formerly occupied by the Defender.

Dr – Defender Retreats: The defending unit(s) is (are) immediately moved back one hex.

DE – Defender Eliminated: The defending unit(s) is (are) eliminated (destroyed) and is immediately removed from the map.

RETREAT AND ADVANCE AS A RESULT OF COMBAT

When units are forced to retreat, the victorious player decides in which direction they will be retreated, within the following restrictions:

Units may not retreat into Enemy Zones of Control, off the map, into non-Road Woods, or into Enemy-occupied hexes. If no path of retreat is open to the retreating unit (aside from the forbidden hexes described above) then the retreating unit is ELIMINATED and immediately removed from the map.

DISRUPTION: If the only "safe" hex available to the retreating unit is one which is already occupied by another, uninvolved Friendly unit, then the unit is never forced to advance. A unit may never advance more than one hex as a result of combat. Advances are not counted as regular Movement and therefore expend no Movement Points.

OPTIONAL ADVANCE: Whenever a hex is vacated as a result of combat, the victorious unit responsible for the Enemy elimination or retreat may advance into the vacated hex. This may be done even if the victorious unit is still in an Enemy Zone of Control and/or if the vacated hex is in an Enemy Zone of Control. The option to advance must be exercised immediately. A unit is never forced to advance. A unit may never advance more than one hex as a result of combat. Advances are not counted as regular Movement and therefore expend no Movement Points.

Advances are useful in cutting off the line of retreat of Enemy units whose combat has yet to be resolved. Advancing units may not participate in another attack or defense in the Combat Phase in which they advance, even if whose battles are yet to be resolved.