

WATERLOO

INSTRUCTIONS - READ FIRST

MAPBOARD

The mapboard shows the theatre of operations where the battles of Quatre Bras, Ligny and Waterloo were fought on the 16th and 18th of June in 1815. A hexagonal grid has been printed on the board and is used to determine movement. Hereafter, these hexagons will be called *squares*. Terrain features are as follows:

ROADS: double solid lines for primary, and double dash lines for secondary.

RIVERS: blue lines.

RIVER SQUARES: any square through which a river line crosses any *two* sides of the hexagon.

WOODS: any square containing green, wholly or partially.

SLOPES: any square containing brown splash contours, wholly or partially. The thickest part of the splash contours indicates the *high* side of the slope.

HILL TOPS: any square adjacent to the *high* side of slope squares. Hill tops contain *no* splash contours.

PLAYABLE SQUARES: Only those hexes showing in entirety all six hexsides are playable.

GRID COORDINATES: Should you wish to refer to specific hexes on the board by name it will be necessary for you to print the following information on the board: Print letters A through WW along the east and west edges of the mapboard; print numbers 1 through 57 along the north and south edges. Start row A in the northeast and northwest corners; start row 1 in the southeast corner. For instance, row V bisects Wavre and Quatre Bras. Examples: Waterloo is E-43, Nivelles is V-38, Quatre Bras is X-27, and Fleurus is JJ-13.

UNIT COUNTERS

Now study the set of die-cut counters. The Blue counters represent French Units; Green counters represent Prussian Units; and Red counters represent Anglo-Allied Units. These counters will be your chessmen which you will move on the mapboard. Printed on each counter is information for the play of WATERLOO. Study the example given below.

Size of Unit (Division) → XX
 Type of Unit (Infantry) → X
 Combat Factor → 6-4
 Unit Commander → Jerome
 Movement Factor → 6-4

TYPES: Headquarters Infantry
 Horse Artillery Cavalry Artillery

UNIT COMMANDER: Refer to when setting up Units on board.

SIZES OF UNIT: XXXX—Army; XXX—Corps; XX—Division; X—Brigade; III—Regiment; II—Battalion; I—Battery.

COMBAT FACTOR: basic fighting strength when attacking or defending.

MOVEMENT FACTOR: Maximum number of squares a Unit may move in one turn.

PREPARE FOR PLAY

1. The mapboard is laid out on a table. The commander of the French Forces sits at the southern end of the board; the commander of the Prussian and Anglo-Allied Forces, hereafter called P-A-A player, sits at the northern end of the board.

2. The French player places his Units on the board in the positions outlined on the *Situation Card*.

To be specific the road between Charleroi and Fleurus is defined as consisting of the following hexes: TT-15, SS-15, RR-15, RR-14, QQ-15, PP-15, OO-16, PP-14, PP-13, and the road to and including JJ-13.

3. After the French player has completed his Unit placement the P-A-A player places his Units on the board in the positions outlined on the *Situation Card*.

To be specific, Prussian units may start the game on row EE or north of EE, and ON or east of Y-26, Z-25, AA-25, BB-24, CC-24, DD-23, and EE-23.

HOW TO PLAY

Following is a condensed and easy to follow step-by-step explanation of how to play WATERLOO.

1. The French player moves any or all of his Units according to their individual movement factors. No P-A-A movement is allowed.

2. All combat caused by French movement is resolved.

3. The P-A-A player checks the Order of Appearance card for possible arrival of additional Units.

4. The P-A-A player moves any or all of his Units according to their individual movement factors. No French movement is allowed.

5. All combat caused by P-A-A movement is resolved.

6. Check off 1 two-hour period on the *Time Record Card*. Play reverts to the French player.

7. Repeat steps #1 through #6 until one player wins the game.

HOW TO WIN

1. The P-A-A player can win by either;

a. avoiding the French condition of victory by the end of the time limit.

b. eliminating all French combat Units.

2. The French player must eliminate all P-A-A combat Units to win. This can be done in one or both of the following methods:

- a. elimination through ordinary combat.
- b. elimination through enemy *defections*. For every French combat Unit the French player can move off the board toward Brussels, the P-A-A player must arbitrarily remove from the game Units whose combat factor total is twice that of the French Unit. Such arbitrary removal is done at the end of the French player's turn by the P-A-A player who may select any Units from anywhere on the board for removal. Units for removal may also be selected from any group awaiting arrival on board. Movement off the board by French Units must be done only through the board edge squares between the two roads, inclusive, due north from Mont St. Jean.
- c. if all P-A-A units are eliminated from the board, but remaining P-A-A reinforcements cannot enter because all entrances are blocked, and the French cannot exit enough units to win by defection, the P-A-A wins.

Important: When French Units move off the board they cannot be brought back into play for the remainder of the game.

STOP: Be sure you have a general understanding of the above routine before reading further. The remaining sections deal with details of play.

HOW TO MOVE UNITS

1. In your turn you may move up to all of your Units in play up to their maximum movement factor.
2. You do not have to move every Unit, nor do you have to move any Unit in your turn.
3. You may move a Unit less than its movement factor.
4. You can move Units in any direction, or combination of directions, in each turn.
5. Movement factors are not transferrable from one Unit to another, nor can they be accumulated from one turn to the next.
6. Unlike chess and checkers you move all of your Units you choose to move in your turn before resolving any one battle.
7. You can never move your Units when your opponent is taking his turn.

The die is used only to resolve combat—it has nothing to do with movement.

MORE THAN ONE UNIT PER SQUARE

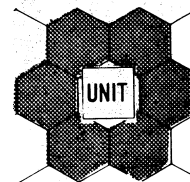
1. Both players are allowed to combine Units of any kind in a stack totaling no more than 15 basic combat factors.
2. Any square on board may be used for stacking.
3. The movement factor of stacked Units is that of the *slowest* Unit in the stack.
4. Units may combine or split up in the middle of a turn with no movement penalty.
5. Prussian Units may be stacked with Anglo-Allied Units.
6. Combined Units may stay together indefinitely, or they may combine on one turn and split up on the very next.
7. Units may pass through squares containing other friendly Units, even if stacked, with no movement penalty.

HOW TO HAVE COMBAT

1. The player moving his Units is always the attacker; his opponent is the defender.

2. A player, when attacking, automatically causes combat when he moves a Unit into an enemy Unit's zone of control.

A Unit on any square controls 6 adjacent squares. An enemy that lands on any one shaded square must attack.



3. The attacker resolves all combat one battle at a time after moving all the Units he chooses to move in his turn.
4. The attacker has the choice of resolving each battle in any order he chooses.
5. To determine battle odds the attacker's combat factor is stated *first*. The total combat factors of attacking Units is compared to the total combat factors of defending Units.
6. To resolve combat the attacker rolls the die once for each battle situation. The result of each battle is obtained from the combat results table.
7. No Unit may fight or be forced to fight more than one battle per turn.

ATTACKING:

1. The factor of any Unit when *attacking* is always the combat factor printed on its counter.
2. The attacker may move as many Units into enemy zones of control as he is able before resolving combat.
3. An attacking Unit must **STOP** as soon as it enters the first enemy controlled square.
4. Attacking units may not move from the zone of control of one enemy unit into the zone of control of another enemy unit without first moving into an uncontrolled hex. **EXCEPTION:** Advance after combat.
5. All units which move into an enemy zone of control must attack some enemy unit and all defending units in an enemy zone of control must be attacked by at least one enemy unit.
6. An attacking Unit is not allowed to withdraw from an enemy Unit's zone of control and then re-enter that Unit's zone in the same turn.
7. A Unit beginning its turn while in an enemy Unit's zone of control is not allowed to move to another square in the same Unit's zone—it must either attack from the square it is on or withdraw from the zone altogether.

DEFENDING:

The factor of any Unit when defending is as follows:

DEFENDING UNIT IS ON:	ATTACKING UNIT(S) IS ON:	DEFENDING UNIT'S COMBAT FACTOR:
a. Plain, Woods, Road, River, or Slope square	Non-river square	Basic
b. Plain, Woods, Road, Slope, or Hill top square	River square	Doubles
c. " " "	River and non-river squares	Basic
d. River square	River square	Basic
e. Hill top square	Hill top square	Basic
f. " "	Slope square	Doubles *
g. " "	Slope and Hill top square	Basic**

*Combat factor **does not** further increase if a river runs through Slope Square.

Factor **doubles if river runs through attacker's Hill top square.

MULTIPLE UNIT BATTLES

1. When two or more Units attack one defending Unit, the factors of the attacking Units are totaled into *one combined attack factor*.
2. When one Unit attacks two or more defending Units, the factors of the defending Units are totaled into *one combined defense factor*.
3. When several Units attack several defending Units, the attacker has the choice of dividing combat into more than one battle as long as the following conditions are met:
 - a. he must fight every defending Unit in whose controlled zone he has attacking Units.
 - b. he must be in the controlled zone of the defending Unit(s) he is attacking.
 - c. every unit moved into an enemy zone of control must attack at least one adjacent enemy unit.
4. The attacker may divide combat against stacked Units on the same square into more than one battle as long as he has more than one attacking Unit.
5. Attacking stacked Units on one square may divide combat against defending Units on separate squares.
6. The attacker may deliberately sacrifice one or more attacking Units at unfavorable odds in order to gain more favorable odds over other defending Units. This tactic is called "soaking off."
7. You are not allowed to split any individual Unit's combat factor.
8. No attacking Unit may fight more than one battle per turn even if it finds itself adjacent to the enemy after combat has been resolved. The defending Unit must either attack or withdraw in its turn.

MOVEMENT AFTER COMBAT

Units are allowed to *move after combat* in the same turn only in the following situations:

1. A unit that defeats any enemy unit while attacking from a river square is allowed to move onto the defeated Unit's vacated square immediately after combat. This applies even if the defender was not doubled due to the fact that participating attackers were on river squares and non-river squares in combination.
2. A unit that defeats any enemy Unit on top of a hill while attacking from a slope square is allowed to move onto the defeated Unit's vacated hilltop square after combat. This applies even if the defender was not doubled due to the fact that participating attackers were on slope squares and hilltop squares in combination.
3. Zones of control have no effect on advance after combat. This is the only case where a unit may move directly through enemy zones of control.

In "exchange", surviving Units, if attacker, are allowed to move onto the above mentioned squares after combat in the same turn.

SPECIAL TERRAIN MOVEMENT

ROADS:

- a. Any Unit on a *primary* road is allowed to move four additional squares *on the road*. The Unit receives this four-square bonus immediately at any time it reaches a road. For example: a Unit which has a movement factor of four squares reaches a road square on its fourth move. It could then move up to four more squares along the road immediately in that same turn. Or suppose the same Unit had reached the road in two squares, then this Unit could move along the road up to four squares and then move

- off two more squares. A Unit is not allowed to apply the bonus movement to more than one road per turn.
- b. A unit cannot leave a road after taking part of its movement bonus and then return to the road for the remainder of that movement bonus.
- c. The road bonus applies only when a unit enters the road hex through a hexside which is intersected by the road.
- d. There is no movement bonus on *secondary* roads.

RIVERS:

- a. All units must stop when they land on river squares unless they intend to move up or downstream along the river without crossing. If they intend to cross they must stop and may move off the river square on their next turn. Units must still stop on wooded squares, even if the "forest" is on the opposite bank of the river.
- b. Units that land on a river square of a different river immediately after leaving one must stop again – not proceeding until the following turn unless intending to only move up or downstream on the new river.
- c. There is no movement delay when crossing rivers on primary and secondary roads.
- d. In summary, units intending to cross rivers must stop when crossing at river hexes where the river is not intersected by a road.

WOODS:

- a. All Units must *stop* when they land on Woods squares. They may not proceed until the next turn.
- b. All Units move through the woods at the rate of one square per turn.
- c. All Units may leave the woods at their normal movement rate.
- d. There is no movement delay when traveling through woods on primary and secondary roads. However, the woods hex must be entered from the hexside containing the road to negate the effects of the woods.
- e. Movement in woods along rivers is at the rate of 1 square per turn.

OTHER:

There is no movement delay through slopes, hilltops, or cities. In fact, cities are treated as continuations of the roads going through them. As such, units can cross the river at Charleroi with no delay.

TIME RECORD

WATERLOO is played in *turns*. The French player moves all his Units and resolves all combat, if any; that is a turn. The P-A-A player moves all his Units and resolves all combat, if any; that is also a turn. Together these two turns are called a *complete turn* and measured as the passage of two hours in the game. The French player always takes his turn first in each two-hour interval. After each complete turn, the passage of a two-hour interval is marked off on the time record card. Asterisks, shown opposite certain hours, mark the arrival of Prussian or Anglo-Allied troops.

ORDER OF APPEARANCE

In the real battle of Waterloo the P-A-A troops were arriving for several days after June 16, 1815. In the game WATERLOO the P-A-A player introduces Units accordingly.

The *Order of Appearance* Card states the *area* and the *time* of arrival of new Units. They are brought into play as follows:

1. Incoming Units are placed on board at the beginning of the P-A-A player's turn.

2. The P-A-A player brings out his units scheduled to arrive in that turn in one pile (one on top of the other) on the partial squares on the edge of the board where the designated road enters.
3. To be specific, units from Braine Le Comte start on U-48; those from Hal on C-57; those from Brussels on square number 46 (not A-45). Note that none of these starting squares are playable.
4. All incoming units start moving from the edge of the board counting the first *playable* hex as the first basic movement factor used. Movement between two *unplayable* hexes is not allowed.
5. Incoming units may be moved according to their movement factor and used in combat in the same turn of arrival.

Incoming Units may not be placed on board directly into enemy zones of control. If enemy zones prevent the P-A-A player from bringing in any or all scheduled Units, such Units may be brought in on the next unblocked primary or secondary road looking clockwise around the board.

If the P-A-A forgets to bring in Units when scheduled they may be brought on at any time later in the game. He may purposely delay their arrival if he so wishes.

USE OF HEADQUARTERS UNITS

1. In a 2-player game use only the HQ Units labeled Wellington, Napoleon and Blucher.
2. When more than 2 play, additional HQ Units may be used as subordinate commanders' HQ Units. Elimination of a subordinate commander's HQ Unit means he is out of the game. Units under his command, however, remain in play.
3. HQ Units are not allowed to attack and are automatically eliminated when attacked.
4. In effect, HQ units are included for historical purposes only. They have no bearing on the play of the game as they have no zone of control and cannot be used to delay the enemy.

COMBAT RESULTS TABLE

1. To resolve combat, players must first convert battle odds to the basic odds comparisons appearing on the table. (4 to 2 battle odds would convert to 2 to 1; 9 to 3 converts to 3 to 1; etc.)
2. Next, the Die is rolled by the attacker.
3. The number rolled is matched up with the basic odds comparison to get the results of combat. For instance: if the odds are 2 to 1 and a 1 is rolled, all defending Units are eliminated. Round off all battle odds in favor of the defender. For example, if battle odds are 29 to 10, thus lying between 2 to 1 and 3 to 1, it is rounded off to 2 to 1. In other words all fractions are rounded off in favor of the defender. Other examples: 9 to 5 converts to 1 to 1; 24 to 5 is 4 to 1; 2 to 3 is 1 to 2; 4 to 15 is 1 to 4; etc.

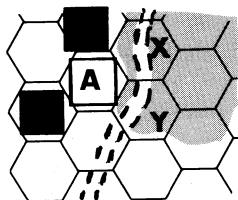
Unlike most other Avalon Hill games, odds worse than 1-6 are legal although they automatically result in *A Elim.*

COMBAT RESULTS EXPLANATION

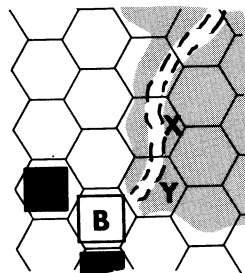
1. A-ELIM: *all attacking Units* are to be considered completely destroyed and are removed from the board.
2. D-ELIM: *all defending Units* are to be considered completely destroyed and removed from the board.
3. BACK 2: *all losing Units* must retreat two squares in any direction, or combination of directions, determined by the winner. The winner cannot force losing Units into blocking zones of control or terrain if alternate, unblocked routes of retreat are available.

- a. If a Unit is forced to retreat into an enemy controlled zone it is eliminated.
- b. If a Unit is forced to retreat off the board it is eliminated.
- c. If a Unit is forced to retreat onto or *across* a river it is eliminated.
- d. Units are allowed to retreat in any direction if on river squares during combat. EXCEPTIONS: Retreat onto river squares of another river; into enemy zones of control; or in violation of other retreat restrictions results in elimination.
- e. Units are allowed to retreat through friendly units even if stacked. However, if the only possible retreat route results in over-stacking, the excess over the stacking limitation must be eliminated.
- f. If the first hex in a retreat is a woods hex, the retreating unit is eliminated unless:
 - 1.) that woods hex contains a road, and
 - 2.) the path of retreat is through the hexside that the road intersects, and
 - 3.) the entire retreat continues down the road.

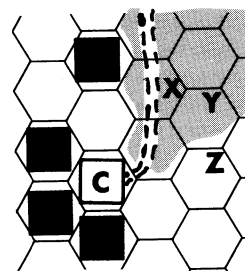
EXCEPTION: French units retreating off the board via squares A39 and A45. In this case, the retreating French units must leave the hex via the hex side intersected by the road. These retreating French units cause P-A-A defections.



Example of 1 above: If A retreats into X or Y it is eliminated.



Example of 2 above: B may retreat into X through Y.



Example of 3 above: C is eliminated if forced to retreat, because it cannot leave the road to enter Y or Z.

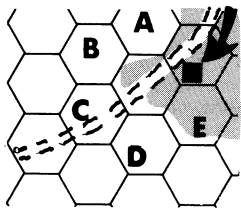
4. EXCHANGE: An even elimination of combat factors. When an *exchange* is rolled, the player with fewer combat factors removes *all* his Units—the other player removes a number of Units whose combined factors total at least that of the Units removed by his opponent. Since this exchange of combat factors does not always work out even up, a player sometimes must remove a number of Units whose total combat factors are more than that of the Units removed by his opponent. In an *exchange* the combat factors are computed at original or double their value depending upon the defensive position.

ORDER OF BATTLE CARD

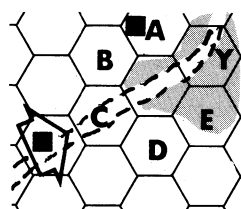
This card lists every Unit provided for play. "Order of Battle" does not mean "time of arrival" as inferred by its title. It is the military term for troops taking part, active or inactive, in a particular conflict. Therefore, this card has nothing to do with *basic* rules of play and is included only as a check against counters that might get lost.

SPECIAL TERRAIN MOVEMENT:

1. Units traveling on roads cannot leave road-woods hexes except via the hexside intersected by the road.
2. Units beginning a turn on a road-woods hex may move off into adjacent non-road-woods hexes at the rate of one hex per turn if they do so before moving along the road that turn.
3. Units entering road-woods hexes must stop unless entry is made via the hexside that the road intersects.



Example of 1 above: Move to hex C is ok; all others not allowed.



Example of 3 above: No unit may move to "Y" and continue moving unless they enter from hex C.

APPENDIX

Those players who become very involved in the play of *WATERLOO* may find minor points for disagreement in the printing of the mapboard. For such buffs, the following rulings are offered should arguments arise. Beginning players need pay no attention to the fine points which follow as they are intended only to satisfy nit-pickers trying to take advantage of small ambiguities in the playing board.

1. Nivelles, Gosselies, and Charleroi are primary roads. Primary roads extend into LL21, TT16, and UU15. Genappe and Marchienne au Pont are not primary roads.
2. The following hexes with hexsides just touched by rivers are not river hexes: Y-13, Y-14, Y-16, Y-17, X-19, N-21, A-32, S-25, S-38, V-38, and A-56.
3. Bridge hexes occur where roads cross rivers, even if the blue is not broken where the road crosses. Thus the following are bridge hexes: UU9, UU15, UU19, D27, and C27.
4. The following hexes are not woods hexes: T20, I23, B37, B39, and E44.

Using these samples as a guideline most reasonable people should have no trouble resolving the identity of terrain in a given hex. Should arguments still occur, we suggest solving them with a friendly roll of the die.

SECOND EDITION

This version is the 2nd edition. It supercedes all earlier rules. If playing-by-mail or with a stranger we suggest you make sure your opponent is familiar with the version of rules you are using.

You have completed the instructions to WATERLOO. WATERLOO has been purposely designed to be challenging. For this reason, you must become completely familiar with the rules in order to play correctly.

SEND STAMPED ENVELOPE

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REFERENCE FOLDER

GENERAL SITUATION: From Elba where he had been exiled ten months earlier, Napoleon returned to French soil on March 1st, 1815 and by the middle of the month had again gained control of his empire. The battle of Waterloo on June 18th was to mark the climax of his hundred days reign after this triumphant return to France.

The Allied powers, who had jointly defeated Napoleon less than a year earlier, did not wait long to reaffirm their intention to restore the Bourbon monarchy in France. On March 13th they issued a joint statement from Vienna declaring Napoleon an outlaw. The Allies subsequently agreed that each of them would again furnish a powerful army for combined operations against France. Napoleon, acting quickly to increase the strength of the army which had deteriorated under the Bourbons, had approximately 200,000 men under arms by June. He did not need much time to evaluate the situation that confronted him. In Belgium there were two armies, the Anglo-Allied under the Duke of Wellington and the Prussian Army under the command of Prince Blucher Von Wahlstadt—each almost equal in number of men to his own. Further east two additional armies, from Russia and Austria, whose combined strength was more than double his own, were assembling. In order to defeat forces that would eventually total more than four times that of his own, Napoleon realized that he must attack early and defeat the opposing armies in detail before they could combine.

ACTUAL CAMPAIGN: In early June Napoleon moved against the Anglo-Allied and Prussian Armies bivouacked in Belgium. His plan was based in part upon the tactical situation as it confronted him and in part upon his knowledge of the personalities of the Allied commanders. Wellington he knew to be a very careful commander who would not fight a premature battle. Thus if he moved upon Wellington first, the Duke would probably withdraw until he could effect a union with the Prussian Army and together annihilate the French Army. Knowing Blucher to be a more impetuous commander who might fight him immediately, Napoleon decided to direct his initial attack upon the Prussian Army.

As he had hoped, the Prussian Army formed for battle on the morning of June 16th near the town of Ligny. Napoleon advanced with the bulk of his army to give battle. However, he had had to detach Marshal Ney with D'Erlon's and Reille's Corps and Kellermann's Reserve Cavalry to Quatre Bras in order to make sure no Anglo-Allied aid could reach Blucher from Brussels without seriously endangering their lines of communication and supply.

On the afternoon of the 16th Napoleon met Blucher in battle at Ligny while Ney fought elements of Wellington's Army at Quatre Bras. Napoleon conducted a masterful tactical battle in which he defeated the Prussian Army. However, due to confusion in communications between Ney and Napoleon, D'Erlon's Corps did not join Napoleon at Ligny as he had ordered, and the Prussian rout was not as complete as it might have been. Napoleon subsequently dispatched Marshal Grouchy with a large body of men to pursue Blucher's retreating army and complete their rout. However, a mistake on the part of either Napoleon or Grouchy as to the direction of the Prussian retreat brought about a delay in the pursuit which was ultimately to prove disastrous two days later at Waterloo.

Meanwhile, at Quatre Bras, Ney and Wellington had fought to a standstill when fighting ended on the evening of the 16th. The next day Napoleon moved his forces, minus Grouchy's troops, west to join with Ney and advance to meet the Anglo-Allied Army which was withdrawing in the direction of Brussels. The 17th was a day of movement which, in a sense, can be looked upon as the day Napoleon lost the battle of Waterloo. Because of his delay in pursuing the Prussians, they had managed to retreat in fairly good order and were regrouping at Wavre while Grouchy, having ascertained the direction of the Prussian retreat, was moving up the west bank of the Dyle River toward them. Wellington had withdrawn to Mt. St. Jean

south of Waterloo and was planning to give battle with Napoleon on the 18th.

THE BATTLE OF WATERLOO: Wellington realized that the fall of Brussels would seriously threaten his lines of communication and supply. He also knew that many of the Anglo-Allied troops were not entirely sympathetic to the struggle against Napoleon and would probably desert or even join Napoleon if Brussels fell. Also, any further retreat toward Brussels would widen the distance between the Anglo-Allied Army and the Prussian Army and would render any effective union of them that much more difficult.

The battle of Waterloo started at 11:30 A. M. on June 18th in the customary fashion. Napoleon made infantry attacks on the right and center of the Anglo-Allied line while his artillery took a heavy toll among some poorly placed Dutch-Belgian troops on the left. On the whole however, Wellington had placed his troops well and the battle progressed on an even scale. Meanwhile, the Prussians had received word of the battle and, leaving the III Corps at Wavre, started southwest for Waterloo. Marshal Grouchy, commanding the French troops "pursuing" the Prussians, though urged by some of his subordinates to march to Napoleon's aid at Waterloo, continued his march north toward Wavre. Had he turned left when urged to he could no doubt have engaged the Prussian Army on its march to Waterloo and, by serving the same function that Ney had served at Quatre Bras two days earlier, have allowed Napoleon the opportunity to defeat the Anglo-Allied Army alone—but this was not the case.

At 4:00 P. M. the Prussian IV Corps, which had not arrived in time for the battle of Ligny but had joined the Army at Wavre, reached the Waterloo battlefield and advanced on Napoleon's right flank. Napoleon turned command of the army opposing Wellington over to Ney, took the VI Corps which he had held in reserve, and engaged the arriving Prussian troops himself.

While Napoleon was directing the delay against the Prussians, Ney conducted the battle against Wellington. Ney, though a good general, overestimated the effect of mass cavalry charges. With repeated charges against the Anglo-Allied lines he dissipated most of the French cavalry and rendered this arm useless for the remainder of the battle. This was to add to the disaster at Waterloo.

After re-establishing the *status quo* on the right flank, Napoleon again took command of the main body of troops. He was quick to realize that his opportunity for victory was fast fading and if it was to be obtained at all it had to be quickly.

The Imperial Guard, the *elite* troops of the Grand Army, had been held in reserve to be used at the time when mass on one particular point of the Anglo-Allied line would cause it to break. Napoleon decided that the time had come when the Imperial Guard must carry the field. At 7:30 P. M. to shouts of "*Vive l'Empereur!*," the Imperial Guard started marching in columns toward the center of the Anglo-Allied line. Immediately the distinctive bearskin caps of the Imperial Guard were recognized by the Anglo-Allies and artillery pieces were trained upon them. More important, however, because of Ney's useless dissipation of the cavalry, the Guard lacked coverage of its flanks and was under constant attack in that quarter. But still they advanced until, in the face of continued heavy fire and their ranks fast depleting, they were forced to withdraw.

Wellington was quick to take advantage of the defeat of the Imperial Guard. The fatigued French soldiers were given no rest and were under constant harassment by the Anglo-Allied cavalry. Counter-attacks by the Anglo-Allied forces were so vigorous that it became necessary for the remnants of the Imperial Guard to form a box around Napoleon and escort him from the field. At the same time Grouchy was at Wavre conducting an attack upon the Prussian III Corps that ended in a draw.

The effective pursuit of the retreating French forces by the Anglo-Allied Army resulted in the abandonment of most of the French artillery and with it Napoleon's hope of European conquest.

BASIC FRENCH STRATEGY: The basic French strategy in Waterloo is rather simple—to advance to Brussels while suffering as few casualties as possible.

Naturally the Quatre Bras road junction is a key point, the early acquisition of which by the French would confront the Prussian forces with dire movement problems. However, Quatre Bras is easily defended against frontal assaults and the French would have to be extremely fortunate to seize it early in the game. Thus the French strategy will usually be to flank the Quatre Bras area to the west between Quatre Bras and Nivelles or even farther to the west between Nivelles and Braine le Comte. At the same time a substantial force should advance upon Tilly and either penetrate to Quatre Bras from the east or advance up the secondary road toward Wavre and force the Prussians and Anglo-Allies to extend their lines along the Thil and Dyle Rivers. If a major break through across the Dyle can be achieved before the arrival of the Prussian IV Corps, the Anglo-Allies and Prussians will be hard pressed to hold their position.

BASIC ANGLO-ALLIED AND PRUSSIAN STRATEGY: The basic Anglo-Allied and Prussian strategy is to keep the French from reaching Brussels by the time limit. This is best done by fighting a stubborn delaying action along the Nivelles-Quatre Bras-Tilly line and, when that becomes no longer tenable, to gradually fall back upon Mt. St. Jean. It is essential that they delay the French as long as possible so that the additional Anglo-Allied and Prussian units can arrive on the field. If losses have not been too great, the arrival of the Prussian IV Corps will usually carry the field for the Allies. However, if the French have managed to penetrate to Mt. St. Jean by the 18th, the battle will probably be lost.

THE GENERAL

If you want to polish your skills at *WATERLOO*, see how the experts play, or even brush up on the history behind the game you should subscribe to our 34 page, multicolored magazine *THE GENERAL*. The *GENERAL* offers free advertising to subscribers to help you find opponents and contests posing challenging tactical situations to solve for free prizes. Each issue has a major historical presentation as well as columns on game design and strategy, plus coupons good for \$1.00 off the mail order price of all Avalon Hill games. In addition, we review new wargames as they are rated by the readers and present replays of entire games played between expert players — much the same as chess experts analyze the Fischer-Spassky series. Send \$1.00 for a sample issue or \$5.00 for a subscription to Avalon Hill today. You won't regret it!

EQUIPMENT

22"x28" Mapboard	Situation and Order of Appearance Card
8 page Instruction Folder	Red, Blue and Green Unit Counters
Time Record and Order of Battle Card	Results Table
	1 Die

UNIT SYMBOLS

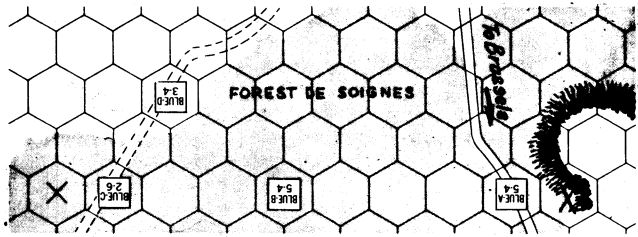
The following chart shows French and Prussian-Anglo-Allied (P-A-A) strength comparisons. Blank "spare" counters are included so players may replace lost counters without having to purchase a whole set.

	OVERALL STRENGTH COMPARISONS						TOTAL COMB. FACT.
	INF UNITS	CAV UNITS	ARTY UNITS	HORSE ARTY UNITS	HQ UNITS	TOTAL UNITS	
French	20	14	6	10	13	63	193
P-A-A	32	22	14	10	14	92	237

In all following diagrams, Blue designates the attacker; Red designates the defender. Of course in the play of *Waterloo*, all such situations are applicable to the Green (P-A-A) Units too.

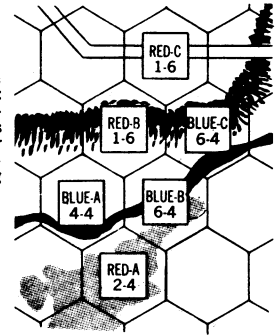
DEFECTION

If, in the French Turn, all four Blue units shown totaling 15 factors are moved off the board, P-A-A Units totaling 30 factors automatically defect. The P-A-A player must remove any Units on board totaling 30 factors before taking his turn. Movement of French Units off the board must be done through board edge squares between those marked X.



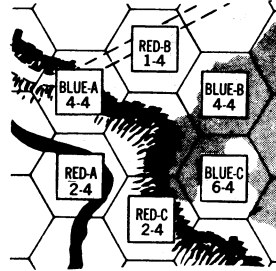
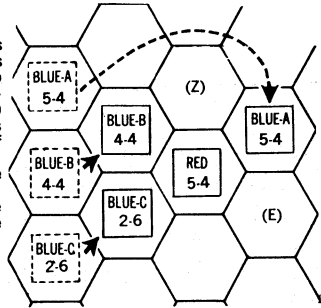
COMBAT—WHEN DEFENSE FACTORS INCREASE

Since Blue is attacking from river squares, Red's combat factor doubles on defense: Blue-A attacks Red-A at 4-4, Blue-B attacks Red-B at 6-2, and Blue-C attacks Red-C at 6-2. If desirable, the attacker can divide combat with Blue-A & B attacking Red-A at 10-4 and Blue-C attacking Red-B & C at 6-4.

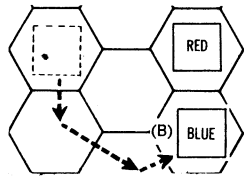


HOW TO HAVE COMBAT

In attack, you may move as many Units as you are able into a Defending Unit's zone. All 3 BLUE Units are moved into RED's zone of control. Notice that BLUE-A circled the RED controlled square (Z) to gain a better attack position. RED is completely surrounded by BLUE zones of control, therefore, RED would be eliminated even if the Combat Results Table calls for a retreat. Had BLUE-A moved into the square marked (Z), RED would have had an escape route through (E). Battle odds are 11-5, which reduces to 2-1.

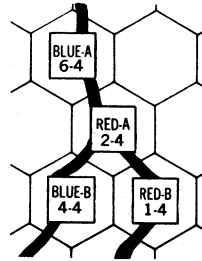
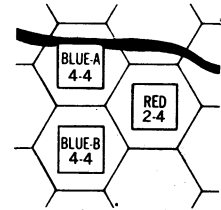


Since Blue is attacking from non-river squares, Red's factor is basic on defense: Blue-A attacks Red-A at 4-2, Blue-B attacks Red-B at 4-1, and Blue-C attacks Red-C down slope at 6-2.



CORRECT
Blue must circle the zone of control to reach Square (B).

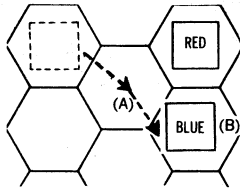
Since Blue is attacking from river and non-river squares, Red's factor does not double on defense: Blue-A & B attack at 8-2.



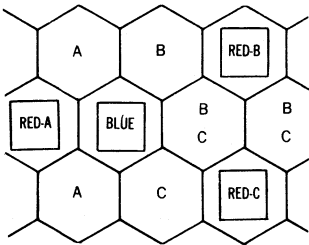
Since Red is defending on a river square, its factor does not double when attacked from river squares: Blue-A attacks Red-A at 6-2, Blue-B attacks Red-B at 4-1.

INCORRECT

Blue is not allowed to short-cut its approach to Square (B) by passing thru Square (A). Blue must stop on Square (A) and fight there.

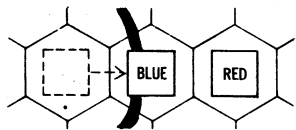


Since Blue is attacking from slope and hilltop squares, Red's factor does not double on defense: Blue-A & B attack at 10-2. However, if Blue-B was not in the picture and Red was attacked solely from the slope square, its factor would double: Red would be attacked by Blue-A at 4-4. If Blue-A was not in the picture and Red was attacked solely from a hilltop square, its factor remains basic: Red would be attacked by Blue-B at 6-2.

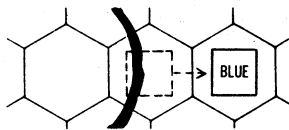


In this situation, Red-A only had engaged Blue in battle. Blue cannot retreat because it is surrounded by Red zones of control indicated by letter.

MOVEMENT AFTER COMBAT



BEFORE COMBAT

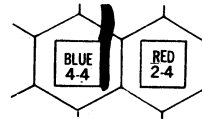
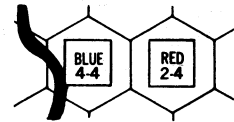


AFTER COMBAT

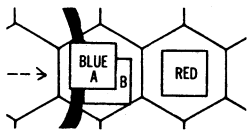
Blue moves onto the river square and attacks Red. If Blue is victorious it is allowed (not required) to move onto Red's vacated square after combat in the same turn. The same thing also applies in hilltop attack. Victorious Units on slopes may move onto hilltop squares vacated by defeated Units in the same turn.

RIVER COMBAT

Since Blue is attacking from a river square, Red's factor doubles. Blue attacks at 4 to 4.



Blue's square is not a river square since the river does not pass through two sides of the hexagon. Blue attacks Red at 4 to 2.



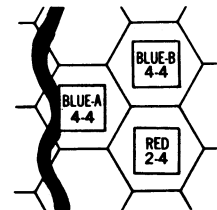
BEFORE COMBAT



AFTER COMBAT

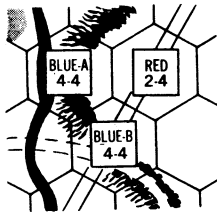
Blue A & B move onto river square and attack Red. Assuming Blue-B and Red are eliminated in an "exchange" Blue-A is allowed (not required) to move onto Red's vacated square after combat in the same turn.

Since the defender's factor does not double when attacked from both a river and a non-river square, Red is attacked by Blue-A & B at 8 to 2.

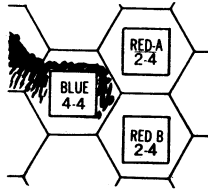


HILLTOP COMBAT

Both Blue-A & B attack Red from slope squares. Red's factor doubles and is attacked at 8 to 4. The presence of rivers and roads does not alter battle odds.



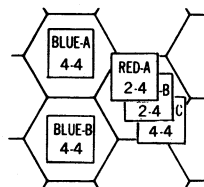
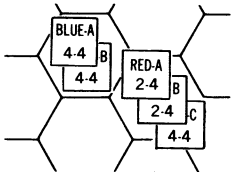
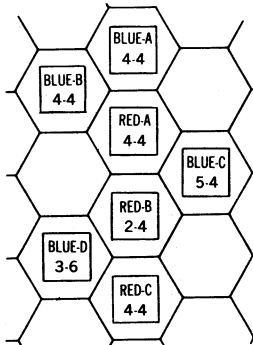
Red-A is on a hilltop because its square is adjacent to the thickest part of the splash contour of Blue's square. By this definition, Red-B's square is not a hilltop square. Only Red-A's factor doubles: Blue attacks Red-A & B at 4 to 6.



MULTIPLE UNIT BATTLES

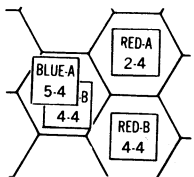
When several Units attack several defending Units, the attacker has the choice of dividing combat into more than one battle. Blue has the choice of dividing combat two different ways:

- Two battles: Blue-A, B and C attack Red-A at 13-4; Blue-D attacks Red-B and C at 3-6.
- Three battles: Blue-A and B attack Red-A at 8-4; Blue-C attacks Red-B at 5-2; and Blue-D attacks Red-C at 3-4. Blue-A and B are not in Red-B and Red-C's zones. Therefore, combat cannot exist between these Units. The same applies between Blue-C and Red-C; between Blue-D and Red-A.



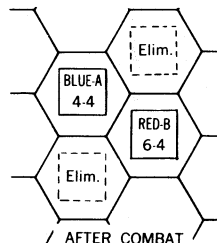
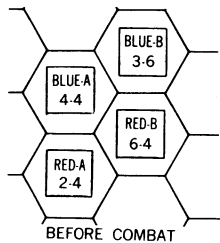
The attacker may divide combat against stacked Units on the same square into more than one battle as long as he has more than one attacking Unit. In both examples above, Blue has the choice of combat in three ways:

- One battle: Blues attack Reds at 8-8.
- Two battles: Blue-A attacks Red-A at 4-2; Blue-B attacks Red-B and C at 4-6.
- Two battles: Blue-A attacks Red-A and B at 4-4; Blue-B attacks Red-C at 4-4.



Stacked Units that are attacking from one square may divide combat against defending Units on separate squares. Blue has the choice of combat in three ways:

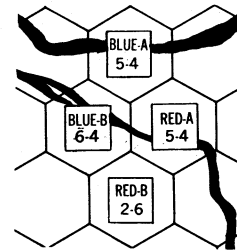
- One battle: Blues attack Reds at 9-6.
- Two battles: Blue-A attacks Red-A at 5-2; Blue-B attacks Red-B at 4-4.
- Two battles: Blue-A attacks Red-B at 5-4; Blue-B attacks Red-A at 4-2.



No attacking Unit may fight more than one battle per turn even if it finds itself adjacent to the enemy after combat has been resolved. The defending unit must either attack or withdraw in its turn. With Blue the attacker, Blue-A eliminates Red-A and Red-B eliminates Blue-B. Consequently, Blue-A and Red-B are still in combat position after combat. But Blue-A is not allowed to attack. In Red's turn, Red-B must either attack or withdraw. (Red-B is not allowed to withdraw and attack Blue-A from a different square.)

MISCELLANEOUS EXAMPLES

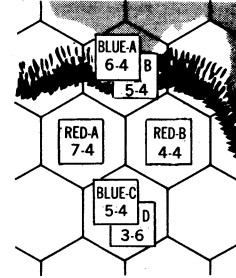
There is only one possible way in which to fight this battle; Blue-A attacks Red-A at 5-5 (Red-A does not double his defense factor because he is on a river square—even though it is a different river.) Blue-B attacks Red-B at 6-4 since Blue-B is attacking from a river square and Red-B is on a plain square.



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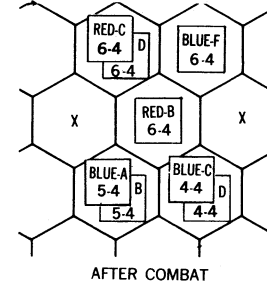
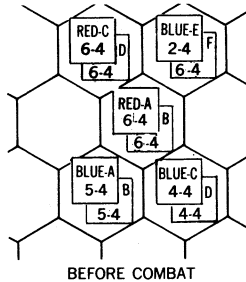
Blue has the choice of dividing combat into many different ways, four of which would be:

- One battle: Blue-A, B, C and D attack Red-A and B at 19-11. This is the least desirable method of attack since Blue would be committing his entire forces in a 1-1 battle.
- Two battles: Blue-A and B attack Red-A at 11-14; while Blue-C and D attack Red-B at 8-4.
- Two battles: Blue-A and C attack Red-A at 11-7; while Blue-B and D attack Red-B at 8-4.
- Two battles: Blue-A, B and D attack Red-A at 14-7; while Blue-C attacks Red-D at 5-4. When either Blue-C or D join with Blue-A or B in attacking one of the Red units, that Red unit loses its doubled combat factor. Therefore, examples C and D are the most desirable methods of attack.

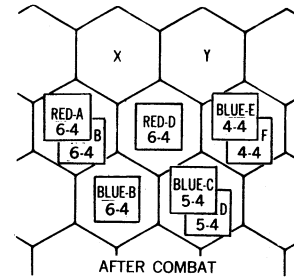
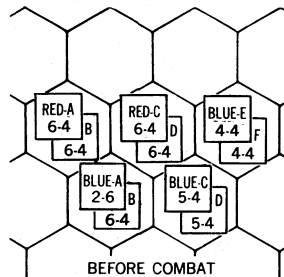


SOAKING OFF

To become expert at Avalon Hill war gaming one must thoroughly understand the soaking off procedure. Soaking off is a method of attack whereby small attacking Units are sacrificed at overwhelming odds to provide greater attacking odds over the remaining defending Units. The end result is two-fold: (1) it usually provides the attacker with at least one victory, and (2) when opposing Units are still engaged after combat the defender is forced to withdraw or attack at unfavorable odds. Examples are as follows:



In the first diagram, Blue-A, B, C, D & F attack Red-A at 24 to 6. Blue-E soaks off against Red-B, C & D at 2 to 18. In the second diagram, it is assumed Red-A and Blue-E have been eliminated leaving several opposing Units still engaged. But since no Unit may fight more than one battle in the same turn, it becomes the defender's turn to be the attacker. He must now attack or withdraw. Red-B is not allowed to withdraw because Blue controls the "X" squares plus the Red-C, D square. Therefore, it is forced to attack Blue-A, B, C & D at 6 to 18. Red-C, D is allowed to withdraw although it has the option to attack Blue-F at 12 to 6.



In the first diagram, Blue-A soaks off against Red-A, B & D at 2 to 18. Blue-B, C, D, E & F attack Red-C at 24 to 6. In the second diagram, it is assumed Blue-A and Red-C have been eliminated leaving several opposing Units still engaged. Red-D is forced to withdraw or attack. If it decides to withdraw, it may do so only through square "X". To attack, it must do so from its present location—it is not allowed to move to square "Y" since "Y" is also a Blue-E, F controlled square.