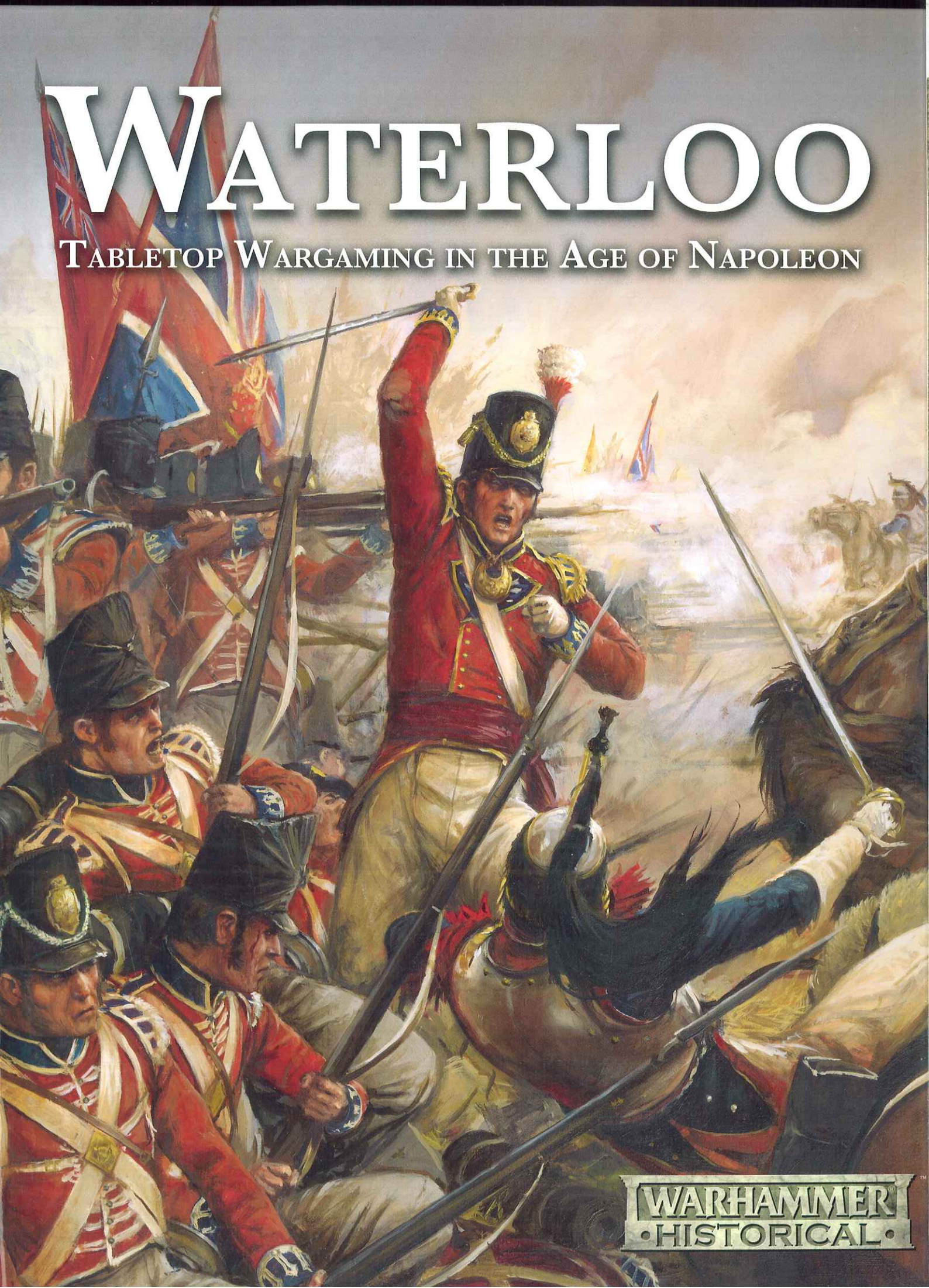
WATERLOO

TABLETOP WARGAMING IN THE AGE OF NAPOLEON



WARHAMMER HISTORICAL

WATERLOO

BY MARK LATHAM

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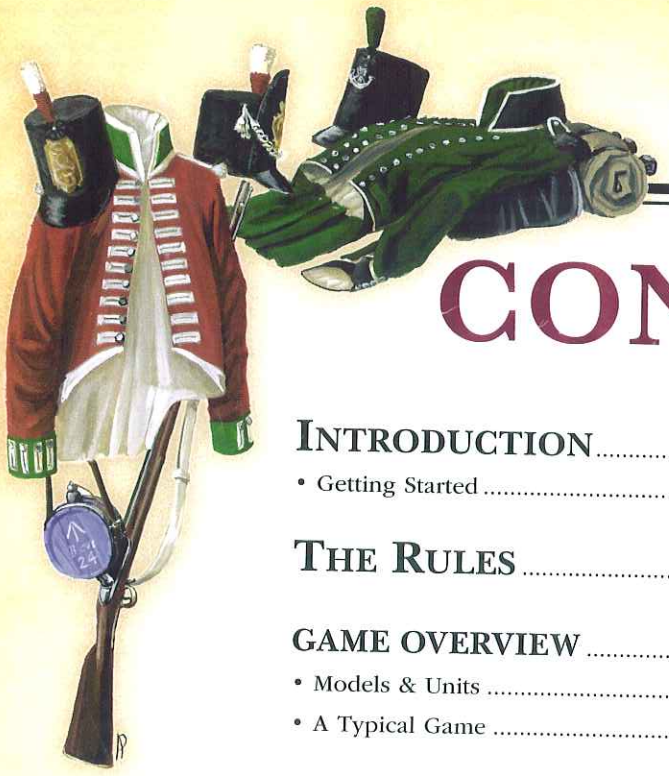


CONTENTS

INTRODUCTION 7
- Getting Started 9

THE RULES 15

GAME OVERVIEW 16
- Models & Units 17
- A Typical Game 20

THE GAME TURN 24

THE INITIATIVE PHASE 25

THE ARTILLERY PHASE 26

THE MOVEMENT PHASE 27
- Movement Rates 27
- Charges 28
- Manoeuvres 32
- Formations 34
- Terrain 40

THE SHOOTING PHASE 42
- Line of Sight 42
- Range 44
- Weapons 44
- Removing Casualties 46
- Cover 47

THE MELEE PHASE 48
- Strike Order 48
- Attacks and Damage 49
- Melee Weapons 49
- Casualty Removal 50
- Combat Results 50

COMMAND AND CONTROL 54
- Command Checks 54
- Disordered 55
- Routed 56
- Panic 56

UNITS AND OFFICERS 57
- Infantry 57
- Cavalry 58
- Artillery 59
- Command Companies 65
- Officers 66
- The Army General 67

SPECIAL RULES 68

DEFENSIBLE TERRAIN 72

STRATEGIES 76
- Spending Strategy Points 76
- Special Orders 77
- Unit Orders 77
- Grand Strategies 78

SCENARIOS 83
- Pick a Scenario 84
- The Battlefield 85
- The Scenarios 89

SIEGES 97
- Siege Battles 98
- Occupying a Fortress Section 100
- Shooting at a Fortress 102
- Assaulting a Fortress 103
- The Siege Scenario 105

THE ARMIES 107
- Army Lists 108

FRANCE 110
- French Peninsular War Allies 120

GREAT BRITAIN 126
- Peninsular War Coalition Allies 136
- Waterloo Campaign Coalition Allies 140

PRUSSIA (1815) 148

THE AGE OF NAPOLEON 157
- Napoleon Bonaparte 158
- The Armies 159
- Weaponry 160
- Tactics 163
- The French Revolution (1789-99) 165
- Timeline of the Napoleonic Wars 168

NAPOLEONIC WARGAMING 187
- Collecting Armies 188
- Assembling Miniatures 190
- Painting Miniatures 192
- Painting Guides 193
- Showcase 196

NAPOLEONIC CAMPAIGNS 211

FIGHTING A CAMPAIGN 212
- Common Campaign Rules 213

THE WATERLOO CAMPAIGN 215
- Campaign Scenarios 220
- Orders of Battle 256

LEGENDS OF WATERLOO 265

LEGENDARY OFFICERS 266
- France 266
- Great Britain 268
- Prussia 271

REFERENCE 273

INTRODUCTION

Battles in the Napoleonic Wars were brutal and bloody. Vast armies fought with musket and bayonet on rain-soaked fields, half blinded by acrid smoke and deafened by the ceaseless barrage of distant artillery. Men fell in great swathes, marching to death or glory to the rhythmic beat of drums. Those who opposed Napoleon's campaign of conquest stood and fought in many foreign lands. Many were destined never to see their homes again, as they sold their lives against those revolutionary veterans who marched beneath the golden eagles of their Emperor.

PLAYING WATERLOO

This rulebook is focussed on the campaign and battle of Waterloo, the climax of the Napoleonic Wars, but the rules within allow you to recreate battles from across the entire period 1792-1815, and even beyond with a little adaptation and ingenuity. From the War of the First Coalition against revolutionary France, through the Napoleonic Wars, and even the War of 1812 between Britain and the United States, the tactics of the day were virtually identical, and these rules are ideal for representing those titanic struggles. However, the book takes its name from perhaps the most famous and epic land battle of the era, Waterloo, and the 'Fighting a Campaign' section of the book provides all the details and scenarios you'll need to recreate that battle and the engagements that preceded it.

Veterans of Napoleonic wargaming will recognise this book as a set of 'brigade-level' rules. This means that a typical army represents a real-life brigade or two. Whilst the rules cater for larger (or indeed smaller) armies, this is the standard sized game, which can be comfortably played in an afternoon. Some guidance on the quantities of miniatures involved, along with details of figure ratios, ground scale, and other things that aficionados of the genre require appear shortly.

However, if you're new to tabletop gaming, don't be put off. These rules are written in such a way as to be accessible to all. Newcomers and experienced gamers alike will find all the information they need to start collecting and playing within this one volume. In addition, this book treats historical wargaming as an all-encompassing hobby rather then just a set of rules mechanics. In this book you will also find guidelines and instructions for collecting and painting armies, customising battalions with scenic bases and paper colours (flags), and even making your own scenery.

THINGS YOU'LL NEED

In addition to the rulebook, there are a few basic things that you'll need before you can start playing this game. Because this is quite a hefty volume to leaf through constantly, the basics of the rules and the most common charts are summarised at the back of the book in a handy reference sheet. This is also available as a pdf download from the Warhammer Historical website (www.warhammer-historical.com) so that you don't have to unduly bend your rulebook to take a photocopy. Below, we've highlighted the essential things you'll need to play.

AN OPPONENT

While this goes without saying, it's worth noting that *Waterloo* is primarily designed for two players, each taking charge of one of the sides in a battle. However, it's possible to have more than one player on each side, with multiple players forming teams. This is particularly useful for very large battles, or games that feature multiple contingents of allied troops.

MINIATURES

The troops under your command are represented by miniature soldiers, and obviously the larger the battle you wish to play, the larger your collection of miniatures will need to be. The game is designed with 25mm to 28mm miniatures in mind, but it is possible to use miniatures of other sizes and scales – see below for some guidelines. Many miniatures companies produce models for Napoleonic gaming, and the choice can often be quite confusing. You can find the details of some suppliers on page 288.

Make no mistake – recreating the grandeur of Napoleonic battles in miniature is a stunning accomplishment. For many players, the art of assembling and painting regiments of soldiers is a real labour of love, as the pageantry and distinctive uniforms of the period make for colourful and evocative battles. You will find guidelines for painting and basing your miniatures later.

FIGURE SIZES

Many Napoleonic gamers like to play with miniatures smaller than 25mm (some play with miniatures that are larger, in fact, but these are geared towards skirmishes and are not really suitable for brigade-level actions). It is quite possible to tweak the rules and basing conventions so that the game can be played with smaller figures. For 18mm or 15mm miniatures, you could feasibly keep the rules exactly as they are, but you may wish to use smaller bases for your models, or increase the number of models on a base (for purists, the latter option will exaggerate the ground scale of a formed-up unit – you have been warned!). For 10mm or 6mm miniatures, you could simply halve all measurements in the rules – from weapon and movement ranges to the size of the company bases. This is quite an abstraction, but is a simple rule of thumb to provide a fun gaming experience with very little legwork.

Opposite Page: Cavalier Officer of the Imperial Guard, 1812, by Theodore Gericault (photo: akg-images, London/ Erich Lessing).

DICE
You will need a set of ordinary six-sided dice to play. In addition, in some special situations you will be required to roll Artillery dice and/or Scatter dice. An Artillery dice is a six-sided dice with five numbered sides (2, 4, 6, 8 and 10) and one special 'misfire' symbol. A Scatter dice has four faces showing directional arrows and two faces showing a special 'hit' symbol. These dice are available from Games Workshop.

MEASURE
The movement of models and the measuring of weapon ranges requires the use of a measure, marked in inches ("). A tape measure will be most useful, although a ruler will do just fine.

NB. Some players will be more used to metric measurements (centimetres and millimetres) than the good old-fashioned Imperial measurements commonly used in wargaming. If you wish to play the game using centimetres (cm), then simply double the ranges and distances given in the book, so that 1" = 2cm. This isn't a wholly accurate conversion, and may cause some discrepancies, but as long as both players use the same system there shouldn't be any problems.

TEMPLATES AND COUNTERS
Some instances in the game require units to be marked with a counter; for example, if a battalion has failed a Command check and become disordered. Additionally, artillery batteries often require templates to represent the area of effect of their shots. All of these counters and templates are provided later in the book for you to photocopy and cut out, and are also available as a handy pdf download from the Warhammer Historical website. Additionally, the templates (sometimes called 'blast markers') can be purchased from Games Workshop. See the Reference section at the end of this book for all our website information.

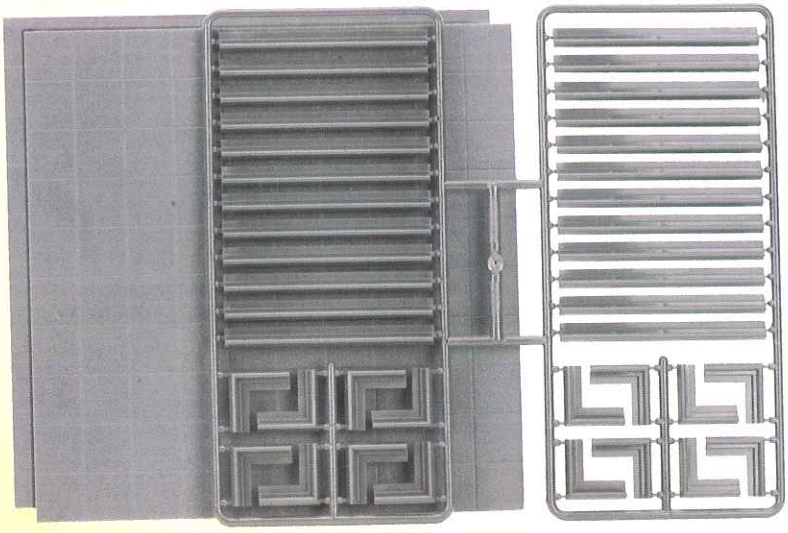
ARMY ROSTER, NOTEPAD AND PENCIL
Also included in this book is an army roster sheet, which you can photocopy or download from the website. This allows you to record the composition (or 'order of battle') of your force, and make a note of their statistics and special rules for ease of reference. In addition, you may find a notepad and pencil useful for recording wounds taken by your battalions and other special occurrences that may crop up.

GAMING AREA
Of course, you will need somewhere to play. To set up the gaming area (often referred to as just 'the battlefield'), you will need any reasonably sized flat surface or area of floor. The average gaming area is 6'/180cm by 4'/120cm, but can be larger or smaller depending upon the size of the game you're playing and the number of miniatures you want to use. The simplest battlefields are made by covering a table with a green cloth or blanket, but many gamers prefer to make purpose-built gaming boards for a more aesthetically pleasing set-up – you can find several examples throughout this book, as well as some great pictures of inspirational battlefields and gaming set-ups beginning on page 206.

SCENERY
While the ideal battlefield was a flat, featureless plain, historical generals were rarely able to bring their opponents to battle in ideal circumstances. Therefore scenery plays a large part in this game. As a bare minimum you will need some model hills and some trees to provide objectives and block fields of fire. You may also find some 18th century model buildings rather useful, too, especially when representing some of the iconic stages of the Battle of Waterloo, such as Hougoumont or La Haie-Sainte. Many players go on to build large scenery collections, with roads, fields, walls, fences, hedgerows, ruins and even forts populating their gaming tables. Some examples are shown later.

MOVEMENT TRAYS
In *Waterloo,* models are organised into large units, representing an infantry battalion, cavalry squadron or artillery battery. These units comprise several smaller formations, called companies, each with six infantry, two or three cavalry, or one artillery piece. These are placed onto small trays or bases, which are best made out of card or styrene/plasticard. See page 195 for more information about basing your models.

A selection of useful hobby items available from Games Workshop. From left: Modular Movement Trays, Dice and Tape Measure.



GETTING STARTED

Before diving straight into the rules, it's worth spending a moment establishing some of the basic principles of the game. Presented here are some conventions and abstractions that recur throughout this rulebook, so familiarising yourself with them is essential to gain a full understanding of the game.

THE GAME RULES

The rules section of the book may look daunting at first, particularly if this is your first foray into historical wargaming. However, there's no need to worry. The rules are organised in a logical order, so that the first few sections contain everything you need to have an enjoyable game of *Waterloo,* allowing you to move, shoot and fight. Later in the book you'll find rules for special and uncommon situations, such as sieges, which are not necessary for an average game, but add an extra level of realism and tactical options to the game.

SCENARIOS

Each game of *Waterloo* represents a conflict between opposing sides, and the aim is to complete one or more objectives in order to determine a winner. For this reason, games are structured around scenarios (see page 84), which provide a variety of battlefield set-ups, army dispositions, special deployments and victory conditions to keep each battle fresh and challenging. Scenarios usually pit armies of roughly equal strength against each other, but some are deliberately weighted to allow for mismatched sides and historically accurate forces.

SCALE AND FIGURE RATIO

As mentioned earlier, these rules are primarily designed for miniatures of 25mm-28mm, which are available from some sources as a 'scale' of 1/64 or 1/58 respectively (so 1mm of the model equates to 64mm or 58mm in the real world). Players may well be able to use 1/72 or 1/76 scale Napoleonic models (common scales for plastic soldiers) or 20mm figures, using exactly the same rules and measurements as for the larger figures, but be aware that these sizes and scales do not mix well together. Players wishing to use 18mm or 15mm miniatures to play *Waterloo* will find that some work will be needed to convert the measurements and ranges provided in the rulebook. They will need shorter ranges for shooting, slightly shorter movement distances, a smaller average gaming area, and smaller movement trays, for example. Gamers wishing to play with smaller models should agree on these factors before beginning play.

A common feature of all Napoleonic wargames is the 'figure ratio'. Because the constraints of scale and the size of gaming areas generally mean that large battles cannot accurately be refought in miniature (well, not without painting tens of thousands of models and risking serious back pain every time you try to move a battalion), wargamers instead apply a simple ratio, so that one miniature in the game represents several actual soldiers historically. *Waterloo* uses just such a figure ratio, albeit a fairly loose one. In this game, one infantry model represents somewhere in the region of 20-30 real soldiers, a cavalry model represents approximately 12-20 real cavalrymen, and an artillery piece represents 3-5 guns and their crew. This means that a six-man stand of infantry is a fair representation of a complete historical company (about 120 men). A full-strength French infantry battalion, for example, comprises six such companies on average. The figure ratio is really in effect to save space and to create a good-looking game – 28mm figures look superb on the tabletop, but aren't practical in real terms for battalion-level gaming, unless you really do have tens of thousands of figures, a crane to move them around, and a gaming area the size of a car park to account for genuine 1/58 scale measurements! This compromise affords hobbyists the best of all possible worlds.

However, figure ratio is an abstraction that confuses some people, especially those who come from a background of fantasy gaming or skirmish gaming, where each model represents a single brave warrior, and you build an emotional attachment to each one of your beautifully painted soldiers. If you have trouble getting your head around it, then the best advice is: just don't worry about it! If you want each soldier to represent a single man, then you can, and you'll have just as much fun playing the game.

British Infantry of the Line.

French Infantry of the Line.

These are fairly standard infantry companies in Waterloo, *with each model representing around 20 men in real life.*

GROUND SCALE

Another thing that many Napoleonic gamers look at in a set of game rules is the ground scale – that is, what 'real world' distance is represented by the size of a model battlefield. In *Waterloo,* 1" represents approximately 7-8 metres (or 8-9 yards). Using this ground scale, an average company of six models, for example, would have a frontage of around 20-25 metres, which historically is about right.

Ground scale is not absolute – some abstraction is required. For example, while most weapons ranges are calculated at their effective range rather than maximum range (so a Baker rifle has an effective range of 200 yards, or 24"), some weapons have had to be adjusted artificially to make for a better gaming experience. Muskets, for example, are the most common weapons in the game, but using an exact ground scale ratio would give them a range of just 12" – we have adjusted this to 18" (closer to the maximum range of the historical weapon), otherwise line infantry would not be as effective as they should be on the battlefield. Obviously, when you try to fire a weapon at long range in the game, you suffer some penalties to hitting your target, so these abstractions balance out.

Artillery have the most abstracted ranges in the game – realistically, even small cannons would have a range longer than most people's gaming tables. To stop cannons from having completely free rein on the battlefield, we attribute them a nominal range.

Finally, the bit that makes many gamers' heads ache is the 'ground scale' and scenery. Using 28mm miniatures means that most people will use 28mm-compatible scenery, because it looks good. However, such scenery is usually designed with a 1:1 figure ratio in mind (one model = one man), and not with ground scale in mind. To be honest, the fact that 28mm figures look great on 28mm terrain overcomes most head-scratching objections – after all, it's the aesthetic of the period that attracts most people to Napoleonic gaming in the first place. However, purists sometimes use smaller-scale scenery, such as 15mm or even 10mm terrain, to compensate for the distorted ground scale. The photographs in this book all use 28mm figures on 28mm terrain, because we don't like to let mechanics get in the way of a great-looking game.

As with figure ratios, if you don't want to worry about such things as grand scales, then simply ignore the whole principle – it won't detract from the game at all if you picture each model as one man, and size your scenery accordingly. Just be aware that you may meet some opponents to whom it matters a great deal!

COMPANIES AND BATTALIONS

As mentioned earlier, models are grouped into units on the battlefield. The basic units are infantry battalions, artillery batteries or cavalry squadrons, which historically would comprise hundreds of men. These units are made up of groups of models, which are called 'companies' throughout the game rules. So, for example, an average French infantry unit – the battalion – is made up of six companies, each represented by a tray or base of six models. More detail on the exact composition of various types of unit can be found later.

MOVEMENT TRAYS

Companies are marked on the battlefield by arranging models on rectangular movement trays or bases. By placing models onto movement trays to form companies, you can move around large armies much more quickly than if you were moving them one model at a time. Note that it doesn't matter whether or not you glue the models to the movement trays – we don't worry about removing individual models as casualties in battles of *Waterloo,* only removing models when an entire company has been lost; so instead casualties are marked with counters. Some gamers like to represent their skirmishing units with individual models, or models based in twos or threes – this is fine, but is the exception rather than the rule.

A movement tray, and all the models on it, is treated as a single entity for the purposes of the rules. They move together, shoot together and fight together. The actions of the whole company are worked out rather than that of each individual model, although some special troop types – represented by single models – do add a bonus to the actions of their unit.

What this all means is that you'll need a number of trays or bases to play *Waterloo* – one for each company in your army. Trays can be made from any kind of thin, flat, sturdy material, cut to the dimensions given below.

The amount of leeway given to base sizes is important, as many gamers picking up this rulebook for the first time will already own a sizeable collection of miniatures. We have tried to take into account all of the most common basing conventions when working out these recommended tray sizes.

Company Type	Tray Width		Tray Depth	
	Min	Max	Min	Max
Infantry	45mm	60mm	30mm	40mm
Cavalry	40mm	60mm	40mm	50mm
Artillery	45mm	60mm	40mm	80mm
Independent Officer (foot)*	15mm	40mm	15mm	40mm
Independent Officer (mtd)*	20mm	50mm	40mm	50mm

* Note that there is a great degree of freedom allowed for character models, and that they don't necessarily have to be placed on separate movement trays at all – the dimensions given are simply recommended sizes for the model's actual base. In addition, character models can be mounted on either round or square bases, as you like.

BASING CONVENTIONS

If you already own a collection of models and find that they don't conform to the basing conventions above, don't worry! With just a little adaptation you can use your models regardless. For example, if you have smaller bases than the above, or even use smaller models (down to about 15mm), then there's no reason you can't just stick them to slightly larger company stands when you play. Likewise, some people prefer to play with just four infantry models to a stand instead of six, or three cavalry instead of two – as long as each stand uses the same rules as presented for a six or two-man stand, then it's perfectly acceptable.

COMPANY TYPES

Artillery Battery

Cavalry Company

Officer

Infantry Company

Light Infantry Company

MEASURING

When gauging distances, the rules generally require you to make an estimate before actually measuring. For example, you must declare the target for your shooting before measuring the range, and if your estimate is too generous then the shot will fall short.

When measuring distances between companies, use the closest point of their movement trays as your reference points. If you have special models that don't have bases (such as horse limbers for your artillery), then measure to the closest part of the model instead.

So, for example, if any part of a company is 6" away from another, then the whole company is said to be 'within 6"' of the other. Equally, if these companies are part of a larger formation, then those formations are said to be within 6" of each other – this is particularly important when calculating the influence of the army commanders, for example.

DICE

In a game of *Waterloo,* you will frequently need to roll dice to see how the actions of your models turn out – how effective their musketry is, how much damage they've done in their bayonet charge, or whether they've routed in the face of the enemy, etc. During the course of the rules, normal six-sided dice are often referred to as D6 (so, for example, if the rules ask you to roll 2D6, you must roll two dice). Occasionally you will also be asked to roll one or more 'D3'. This is done by rolling an ordinary dice and counting a score of 1 or 2 as a '1', 3 or 4 as a '2', and 5 or 6 as a '3'.

MODIFYING DICE ROLLS

Sometimes you may have to 'modify' the result of a dice roll. When this is necessary, it is usually denoted in the rules as D6 plus or minus a number, i.e. D6+1, 2D6-2, and so on. Roll the dice and add or subtract the number to or from the score to get the final result. So, rolling D6+1 will give you a final score of between 2 and 7, for example.

RE-ROLLS

In some situations, the rules allow you to 're-roll' some or all of your dice. This is exactly how it sounds – pick up the dice you wish to re-roll and roll them again. The second score always counts, even if it is worse than the first, and no dice can ever be re-rolled more than once. If you re-roll 2D6, 3D6 or some other multiple, you must re-roll all of the dice, not just the ones with the worst scores, unless the rules specify otherwise.

ROLL-OFFS

If the rules require the players to 'roll off' or 'dice off', this simply means that each player must roll a dice, and the player that scores highest wins the roll-off. If the scores are tied, then players must roll again until a winner is determined.

The Battle of Waterloo 1815. French Cuirassiers charging Scottish Highlanders in Square, by Felix Philippoteaux (photo: akg-images, London/ Erich Lessing).

The Rules

"If they want peace, nations should avoid the pin-pricks that precede cannon shots."

- Napoleon

GAME OVERVIEW

This page summarises the sequence for playing a game of *Waterloo*, and points you to the relevant part (or parts) of the rulebook that explains how each stage works.

1. MUSTER YOUR FORCES

A game of *Waterloo* is usually played between two armies, so the first thing to do is assemble your forces. Some players like to use an historical 'order of battle' to pick their forces (a list of the real-life battalions that were present at a specific historical battle), or field an entire collection based on a particular regiment or corps of troops from history. Other players like to use the points values system and army lists to ensure that their games are evenly balanced for a closely fought battle. This particular system is explained on page 108.

2. PICK A SCENARIO

Most games are governed by a framework called a scenario – a loose set of rules that help determine how the battlefield is set up, how you win or lose, where your troops deploy, and so on. The scenarios, along with the rules on how to determine which one to play, are presented on page 84. Of course, many players like to make up their own scenarios, often based on historical battles, and there's more on this method of play later.

3. SET UP THE BATTLEFIELD

Next, you will need a battlefield to fight over, be it a large table, area of floor, or a fully-modelled gaming board. The players set up the terrain for their armies to fight over and around, representing open fields, forests, villages and so on. You'll find some guidelines on page 85.

4. DEPLOY ARMIES

The two opposing armies are deployed facing each other across the battlefield, ready to fight. Details on how to deploy and who gets to go first are given in the Scenarios section on page 87.

5. FIGHT!

Fight the battle using the main rules from this book, with players taking it in turns to move, shoot and fight with their miniatures.

6. DETERMINE THE VICTOR

Battles usually end after a set number of turns, or when one player has claimed a key objective. At this point it is often obvious who has won, but many scenarios offer alternative ways to win a battle to keep your games fresh and exciting.

Colonel Hugh Halkett and the German Landwehr batallion 'Osnabrueck' capturing General Cambronne, after a painting by Richard Knoetel, c.1900 (Photo: akg-images, London).

MODELS & UNITS

In the rules that follow, the miniatures used to play games of *Waterloo* are referred to as 'models', 'companies' or 'units'. As described earlier, models are grouped into companies, which are in turn banded together to form a larger unit. Models represent a huge variety of Napoleonic troops, and to reflect the differences between these troops, we give each company in the game a 'characteristics profile'.

CHARACTERISTICS

In *Waterloo,* the strengths, weaknesses, fighting abilities, resilience and leadership qualities of every company are expressed through characteristics. These are listed as a series of statistics on a characteristics profile.

There are six simple attributes that define a troop type's battle prowess: Type, Fighting Skill (F), Attacks (A), Resilience (R), Command Value (C) and Tactics points (TAC). Officers replace the Tactics points characteristic with Strategy points (STG).

TYPE

There are four broad categories for troop types in *Waterloo:* Infantry, Cavalry, Artillery and Officer. Officers come in two forms – those that join units, and those that are deployed independently of other troops. Officers that join units have a reduced profile, as they tend to augment their company's profile rather than fight alone. Officers are discussed in-depth on page 66.

A company's Type is used for a variety of things. It determines the order in which the models strike in close combat, as well as the bonuses it receives. It can also affect how the company interacts with terrain, changes formation or benefits from various special rules. Finally, it informs the number of models in the company, thus:

Type	Models in Company
Infantry	6 infantry models
Light Infantry	3 or 4 infantry models*
Cavalry	2 or 3 mounted models
Artillery	1 artillery piece and 4 crew models
Officer	1 officer, mounted or on foot

*Whilst most light infantry battalions had similar numbers to their line counterparts, we use fewer models per company stand to visually represent their ability to use a dispersed formation.

FIGHTING SKILL (F)

A company's Fighting Skill represents its martial prowess – the ability of the soldiers to hold their own in hand-to-hand combat. A Fighting Skill of 3 is about average, but the higher this number the better!

ATTACKS (A)

The Attacks value indicates how many blows the company can strike in close combat. The average infantry company has 3 Attacks, while cavalry can have up to 6. When a company takes severe casualties, its Attacks can decrease. In the case of Officers that are part of a company, the Attacks value is often displayed as a modifier, such as +1, +2, etc. This simply indicates that the Officer's presence adds a number of Attacks to the company's profile.

An assembled and painted company of plastic British Line Infantry.

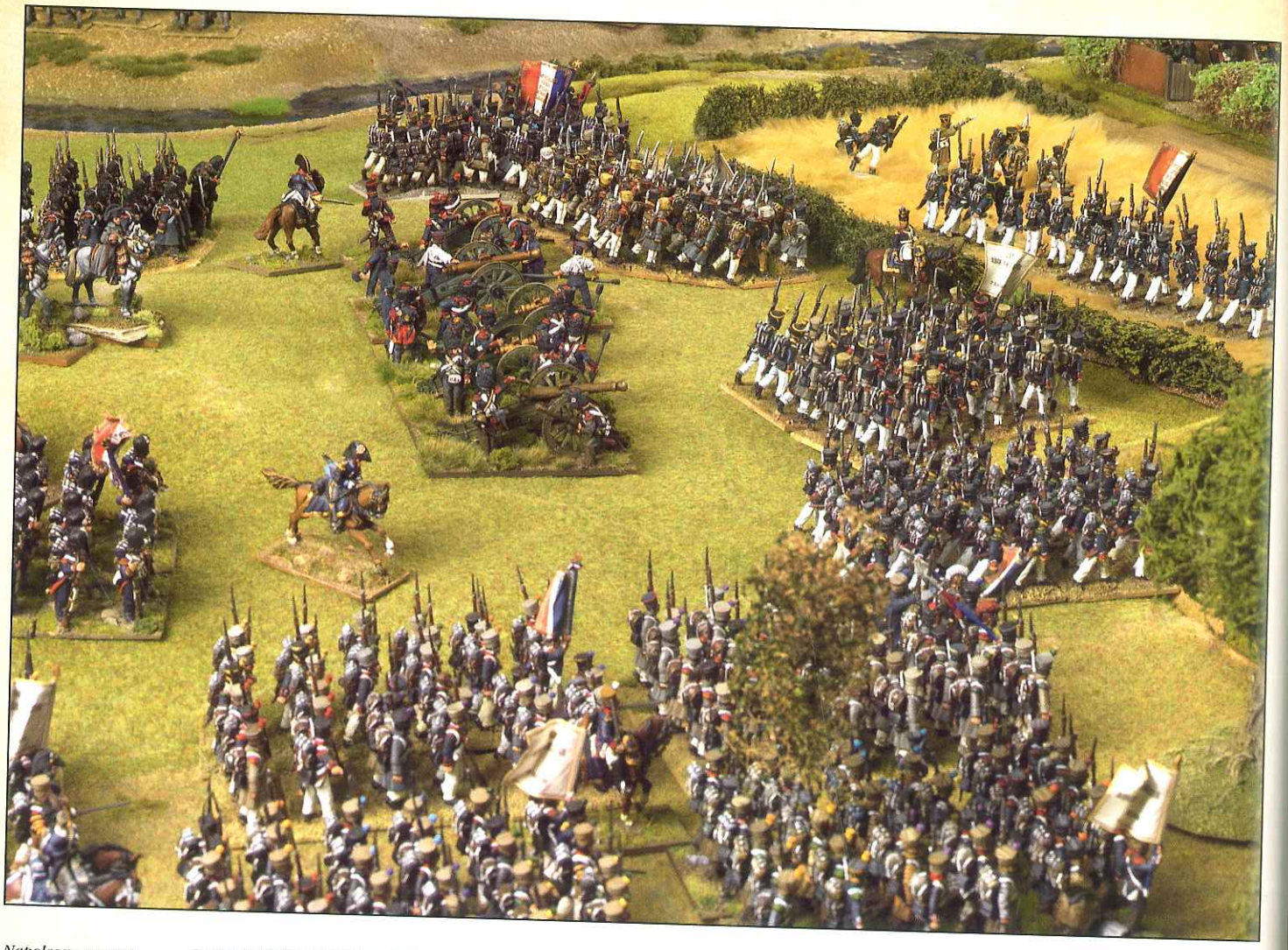
RESILIENCE (R)

The Resilience value represents how many hits each company can suffer before it takes a damage point. It is a combination of toughness, luck and tenacity. In most cases, the Resilience value is 1; a single hit is sufficient to cause a single damage marker token to be placed next to the unit. Cavalry are more resilient than infantry, and usually have a Resilience of 2 or 3, though they have fewer models in each company. Some independent officers have more than a single point of Resilience, as the model represents not just them but also their staff and aide de camps – on top of that they may just be very lucky, or difficult to target on the battlefield compared to a large formation of men.

The removal of casualties will be discussed in more detail later; suffice it to say that each company in a battalion can take a certain number of damage points before the stand is removed from play. The number of points of damage that a company can sustain is called the 'Damage Threshold'. The following chart shows the Damage Threshold values for various types of troops in the game:

DAMAGE THRESHOLD CHART	
Infantry	6
Artillery	4
Cavalry	2
Independent Officers	1

In most of the photographs in this book, you will find that the number of miniatures on a company stand is representative of the company's Damage Threshold. Of course, there is nothing to stop you from reducing or even increasing the number of models on a stand if you so desire. Such an adjustment will have no real bearing on gameplay, and may better suit the individual hobbyist's resources or penchant for spectacle respectively.



Napoleon oversees the deployment of his Army of the North personally.

COMMAND VALUE (C)

The Command Value is a measure of the bravery and determination of the company, the quality of its officers, along with its ability to give, receive and follow orders. In the Napoleonic era, units were thought of as a coherent mass, with their own morale, rather than a group of individuals. An 1843 article in Colburn's United Service Magazine discussed this concept, saying *'whenever two bodies of infantry meet, it is the least daring mass which gives way... the courage of the mass may exist without individual courage... The private will do his duty; his arm may be unnerved, indeed, by his individual terrors, but still he keeps his place – the man is there at his post, forming part and parcel of a brave and formidable whole.'*

The average Command Value of normal troops in the game is 3, while Officers tend to have Command Values in excess of this, up to a maximum of 7. Sometimes, troops are called upon to take a Command check. Here, 2D6 are rolled and added together, and the company's Command Value is added to the total. If the final total is 10 or more, the Command check has been passed – the battalion's leaders have managed to hold their troops together. If the Command check is failed, the battalion could become disordered, or could rout altogether in the face of the enemy. If there is more than one Command Value in a battalion, always use the highest. You will find more information on Command checks, and the circumstances under which to take them, in the section entitled Command and Control, beginning on page 54.

TACTICS (TAC) AND STRATEGY POINTS (STG)

Perhaps the most important rules concept in *Waterloo* is that of Tactics. Every unit in the game has a number of Tactics points (abbreviated to TAC), which essentially govern how many actions the unit gets to perform each turn. TAC points are spent when moving, changing formation, shooting, charging, receiving an enemy charge, etc, and are replenished each turn. Generally speaking, the more TAC points a unit has, the more it can achieve during the game turn.

Strategy points (or STG points) are a little different – these are only available to officers, and are a finite quantity. Once they're gone, they're gone. Officers have a more strategic overview of the battle, and so rather than rely on TAC points, they instead use Strategy points to improve the morale of their men, modify dice rolls, or enact special orders such as rapid redeployment. More on Tactics and Strategies can be found later.

SPECIAL RULES

Some companies also have special rules. These cover unusual abilities that are outside the norm for the company's Type. Special rules are discussed later.

This is a simplified example of an army list entry for a British Line Battalion. The characteristics profile is typical of infantry companies in the game. You can find complete army lists for Britain, France, Prussia and their allies on pages 107-155.

BRITISH LINE BATTALION (80 POINTS)

	Type	F	A	R	C	TAC	STG
Line Infantry (Reg)	Infantry	3	3	1	3	3	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	4	-	1
Major	Officer	-	+1	1	4	-	2
Colonel	Officer	-	+1	1	5	-	2

Companies: A Line Battalion comprises three companies of Line Infantry. One of these is automatically designated as the command company, and contains a drummer, regimental colours and King's colours (standard bearer). Additional companies may be purchased for the battalion as follows:

- Up to 5 additional Line Battalion companies at +20 pts per company.

Armament: Musket and bayonet.

Command: The Line Battalion is led by a Captain. If it totals six or more companies, the Captain may be replaced by a Major for +25 pts, or a Colonel for +40 pts.

Options:

- If the battalion comprises at least five companies, one may be upgraded to a Light Company for +25 points.
- If the battalion comprises at least five companies, one may be upgraded to a Grenadiers for +30 points.
- The command company may take an Engineers contingent (represented by a single model) for 25 points.
- The commander may be mounted for +5 points.

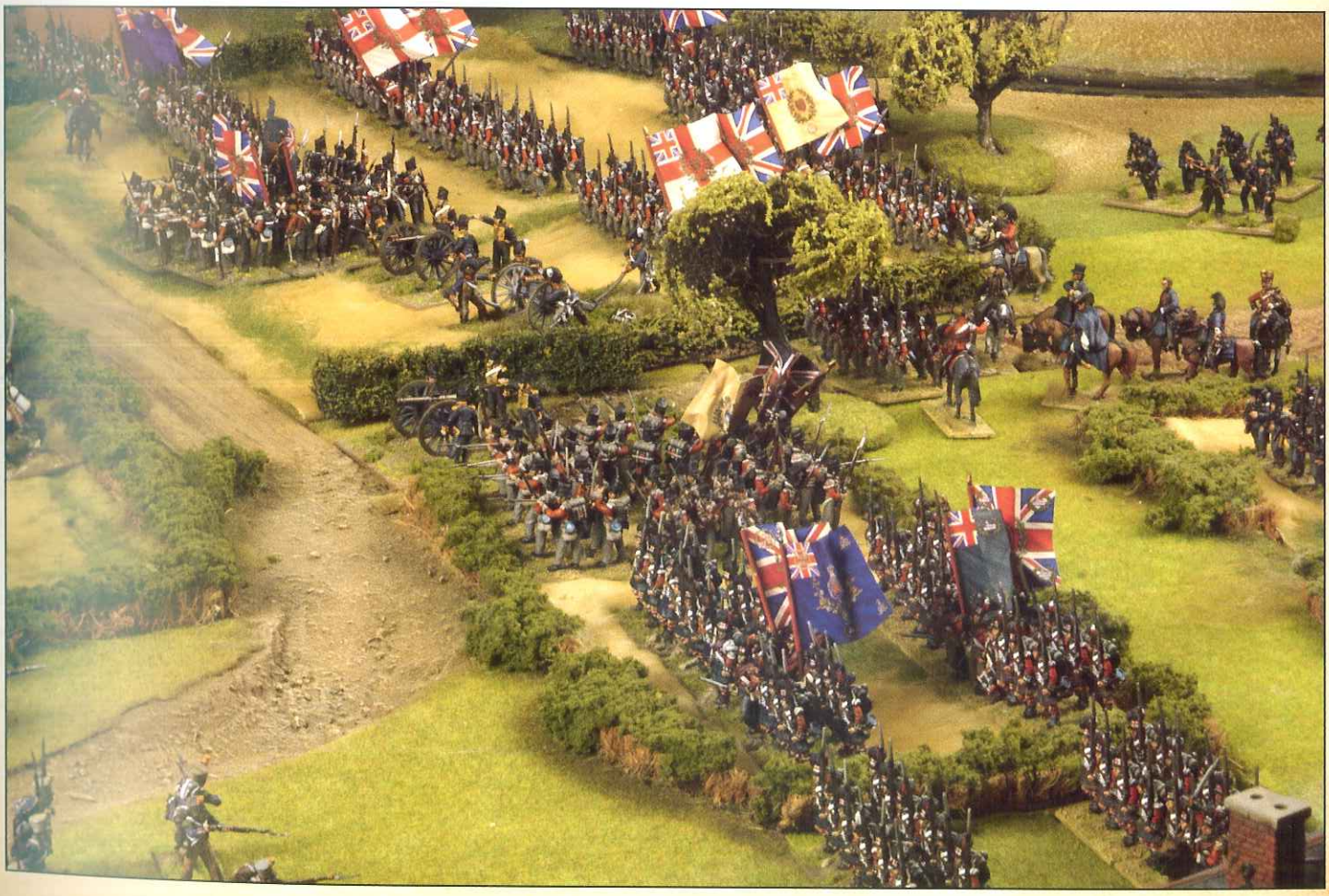
Special Rules: If the battalion includes a Light Company, it gains the Skirmish Screen special rule. If it includes Grenadiers, it gains the Hardened special rule.

FORMING UNITS

The companies of models that form larger units are arranged in orthogonal base contact with each other – (edge-to-edge and corner-to-corner). Units can be arranged in a variety of shapes, called Formations, on the battlefield – see page 34 for more details.

UNIT FACING

All models in a company must be facing the same way, and in most cases all of the companies in a unit must also be arranged to face in the same direction. There are some very important exceptions – such as the infantry square formation – which are detailed on pages 34-39.



Wellington, Picton and Uxbridge organise the British lines at Waterloo.

A Typical Game

So what's it like to play a game using the *Waterloo* rules? If you're new to Napoleonic wargaming, or even new to the wargaming hobby completely, then the following pages will give you a general idea. Here, we take a quick look at setting up a battlefield, deploying armies, fighting out the battle and, finally, determining whether you have won or lost.

SETTING UP THE BATTLE

Let's assume that you and your opponent have mustered armies ready for battle. From there, you must choose a scenario to play – essentially a scenario is a framework for the game; a 'mission' of sorts, which includes objectives and setup guidelines for your forces. You can read all about them on page 83 onwards. Once this is done, the first task is to set up the scenery ready for the game.

While you will find some proper guidelines on how to set up the battlefield later in the book, essentially you and your opponent work together to place scenery – model hills, trees, buildings and the like – to create an attractive playing area. Gaming terrain not only provides tactical challenges for the battle, but also helps bring the game to life, adding a real aesthetic quality to the wargame.

As a recreational hobby, there's plenty of time for chat about the battle and other topics, as well as numerous tea-breaks, during a game of Waterloo. When the dice start rolling, however, Jim and Mark turn to the serious business of securing victory for their army!

This battle was fought between Mark Latham, commanding a British army, and Jim Sowter, playing the French. They decided to play the simplest of the scenarios, 'Pitched Battle', giving them a lot of freedom when placing scenery. The small Belgian inn, roadway and the wild terrain give the impression of the outskirts of a small settlement on the continent – the perfect setting for a battle in Napoleon's Hundred Days campaign.

DEPLOYMENT

Once the terrain has been set up, it's time to choose table sides to deploy the armies on. The usual method is for each player to roll a dice and whoever rolls highest picks the side of the table he wishes to deploy on. The player who lost the roll-off gets the opposite table edge. The two players then take it in turns to set up their forces.

Whilst a game cannot usually be won or lost in the deployment phase of the battle, you can give yourself an early advantage by trying to predict where the enemy will attack from and set up accordingly, or by trying to claim tactically advantageous positions such as hills or defensible buildings. Remember, you are the commander of the army, and it is your job to exploit the lay of the land to give your men the best chance of victory.

Mark checks line of sight from his artillery battery, in the hope of securing a devastating shot into Jim's onrushing unit of Cuirassiers.

Mark has opted for an infantry-heavy force, and is relying on defensive tactics to win through. Jim, however, has taken a mix of unit types, hoping that his cavalry will distract Mark's attention long enough for him to launch a decisive assault.

The inn is certain to be a hotly contested objective – infantry models inside buildings gain many advantages and are difficult to shift.

Both players have found hills on which to deploy their artillery pieces. The higher their position, the greater their fields of fire.

FIGHTING THE BATTLE

Once the armies are deployed, it is time to fight the battle. Players take it in turns to act with the forces at their disposal. During the course of a typical turn, a player will rain down a barrage of artillery fire upon his opponent, move his units – including charging them into combat with the foe – unleash fusillades of musket and rifle fire and, finally, fight out any close-quarter combats. Once these things are done, it is the opponent's turn to have a go.

In your turn, you have the chance to enact your master plan, attempting to manoeuvre into advantageous position, claim battlefield objectives, shoot your enemies to pieces and run them down after the cut and thrust of melee.

During your opponent's turn, you will still be called upon to do a few things – unfortunately for you, however, this often involves rolling dice to see if your troops rout in blind panic, and then moving them as they flee! However, there will also be opportunities to use special rules and abilities to counter your opponent's tactics.

As models are removed from play due to falling as casualties, they should be taken away from the battlefield and kept somewhere safe. As the battle rages, armies are slowly but surely whittled down as whole companies are lost to massed musketry, or entire battalions flee the field in panic.

WIN, LOSE OR DRAW

After a set number of turns, or once a particular objective has been reached, the game ends. Every scenario has a set of rules allowing you to work out who has won – in some cases, however, it will be pretty obvious, as one side will have taken a mauling at the hands of the enemy! Other times you will have to work it out by totalling up 'victory points' or consulting the rules for battlefield objectives. Regardless of the outcome, it's time to shake your opponent by the hand and count the cost of victory or defeat. If you've played a particularly fiendish scenario, perhaps one in which the armies are not of equal size or the battlefield objectives make it tricky for one player, it's only sportsmanlike to offer your opponent a rematch, swapping sides to see if he can do better.

These woods are mounted on bases and were treated as difficult terrain. Mark got around this by moving his Riflemen in Skirmish Order – perfect for annoying cavalry who find difficult terrain hard going.

The British 24th Line made it to the long hedgerows – Mark hoped that this would give him some small measure of protection from incoming fire.

KEY TO THE BATTLE

A Jim's artillery pieces have the best of the early exchanges, focussing all their fire on one target at a time, until the 32nd Foot are forced to fall back.

B The French infantry form column of march and head for the British lines, hoping that their cavalry support will have an impact before the British musketry can do too much damage.

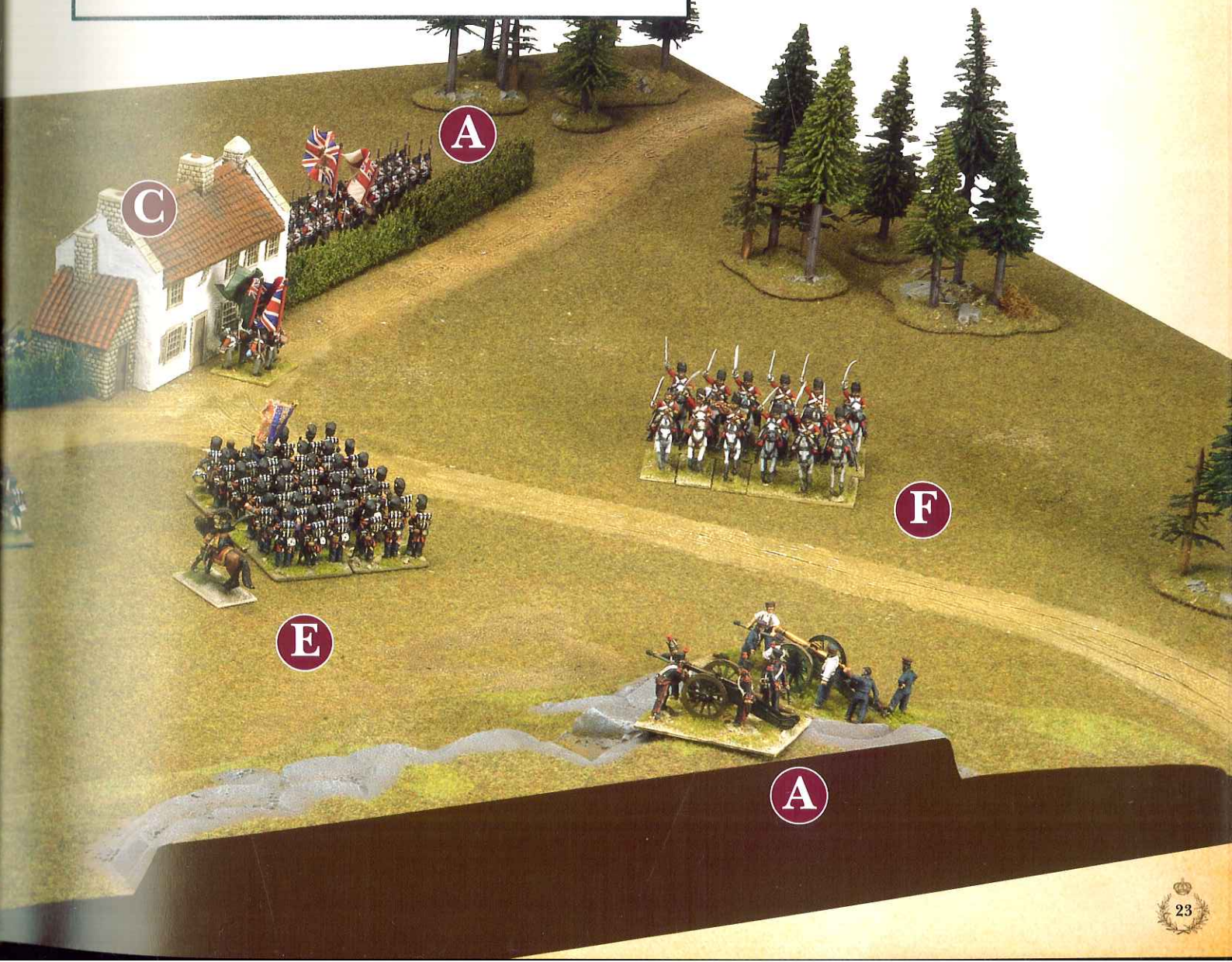
C The 19th (Yorkshire) British Line Infantry battalion takes the inn, determined to hold this vital objective against all comers.

D Realising that the French Cuirassiers are getting too close for comfort, Mark harasses them with his Riflemen (hiding in the woods) to slow them down, and forms his end-most infantry unit into a defensive square.

E Jim directs his imposing unit of Imperial Guard infantry to the inn – these hardened troops represent the French army's best chance to take the defended building.

F With his only unit of cavalry – light dragoons – out of position to challenge the French Cuirassiers, Mark sends them towards the hill in Jim's deployment zone to ride down the French artillery. If he can just weather the storm of grapeshot, he should be okay!

As soon as the battle ends, the players shake hands on a hard-fought game before heading off for a well-deserved cuppa and a chat about their highs and lows on the battlefield.



THE GAME TURN

In a real battle, opposing armies would manoeuvre, open fire at each other and fight bloody hand-to-hand combats all at the same time, all whilst half-blinded by smoke and deafened by the roar of heavy cannons. In a game of *Waterloo,* these actions are regulated by a turn sequence.

In a turn, players alternate between moving, firing and fighting with their troops. Each turn is split into several 'phases'; when both players have completed a phase, the next one begins. The turn sequence is shown on the right.

ENDING A BATTLE

Battles are recreated on the tabletop by means of scenarios. There are six standard scenarios presented in this book, which are generic enough to represent a variety of historical engagements, or even ones of your own devising. In addition, there are some extra scenarios specifically for the campaign of Waterloo. Scenarios include rules for setting up the gaming area, deploying your forces, and clear objectives that you must meet in order to win.

TAKING SIDES

There are always two sides in a game of *Waterloo* – usually the British and/or their allies and the French. Each side is represented by a number of units, controlled by one or more players – the Army Lists section contains rules for choosing forces. There must be at least one player on each side. If there are more players present, then each controls a portion of the forces involved.

THE TURN SEQUENCE

1. THE INITIATIVE PHASE
The two players determine who gets the initiative, and therefore who gets to act first in each phase.

2. THE ARTILLERY PHASE
The cannons, howitzers, mortars and rockets on each side begin their bombardment of the enemy. Once one side's artillery has resolved its shooting, the other side does the same.

3. THE MOVEMENT PHASE
Both sides move their battalions, change formations and charge the enemy if desired. Once the side with the initiative has finished moving, the other side may move.

4. THE SHOOTING PHASE
Both sides' battalions may shoot. Once the side with the initiative has finished shooting, the other side shoots.

5. THE MELEE PHASE
In this phase, battalions fight their opponents hand-to-hand. Both sides fight at once in this phase; the player with the initiative determines the order in which combats are fought.

6. END OF TURN
Both players tidy up the gaming area and resolve any effects remaining in play.

French columns of attack reach the British lines – the redcoats are in for a tough fight!

The Initiative Phase

At the start of every turn, both generals dispatch their orders, and commanders across the battlefield make a play to seize the initiative from their opposite numbers. This phase is all about gaining a tactical advantage for the turn ahead.

ROLL FOR INITIATIVE

The result of a battle depends upon a whole host of reasons. The strengths of the opposing sides, the quality and experience of the troops, the lay of the battlefield – all of these things are important. However, perhaps the single most important factor in determining success or failure is the ability to seize the initiative. The side with the initiative at the start of any turn has some distinct advantages, and this represents a bold commander dictating the flow of the battle.

Initiative can be your closest ally or your deadliest enemy. Sometimes you'll want your opponent to seize the initiative and act first, allowing you to react to his plans or capitalise on his mistakes. Other times, particularly late on in the game, you'll find that acting first is crucial to your plans, although the fickle finger of fate may have other ideas for you.

The scenario you are playing may specify which side gets the initiative in the first turn. If it does not, players must roll-off to see who starts the battle with the initiative.

In the second and subsequent turns of the game, both players roll a D6 at the start of each Initiative phase. Whoever rolls the highest chooses who has the initiative for that turn. If the dice are equal, the players continue to roll off until a clear winner is determined.

The player who takes the initiative will act first in each phase of that turn. It's important to remember who has the initiative each turn – you may find it useful to pass a coin or other counter between you as a reminder of who has the initiative in any given turn.

START OF TURN

Once initiative order has been determined, the game turn proper begins. Any effects that require a check to be made 'at the start of the next turn' must be resolved now, in order of Initiative (i.e. battalions that begin the turn Routing or Disordered can take a Command check now to restore order), and players resolve these effects in order of initiative. These situations will be detailed in their appropriate sections later in the rules.

MOVING ROUTING TROOPS

Any troops that begin the turn routed, and fail to rally, must flee again towards their own deployment edge now, before the next phase begins. Routing movement is exactly the same as that described in the Melee phase, on page 51.

French Cuirassiers and Carabiniers lead a thundering charge towards enemy lines.

THE ARTILLERY PHASE

The sound of a battle beginning in the Napoleonic era was an unmistakeable one. It was a thunderous cacophony of field artillery, as each general attempted to soften up the foe with cannon and mortar fire before committing his troops to the fray.

In *Waterloo,* each turn begins with the Artillery phase. This is not only atmospheric of the period, but also conveniently allows generals to get all of their range-guessing and heavy ordnance effects out of the way before moving and firing with the rest of their troops. Note that artillery batteries move in the normal Movement phase (and in very rare situations may find themselves fighting in the Melee phase, too) – the only thing they do in this phase is shoot.

Artillery units in the game have a host of special rules and firing options, so only the firing procedure and general principles are listed here. For the full rules for artillery, turn to page 59.

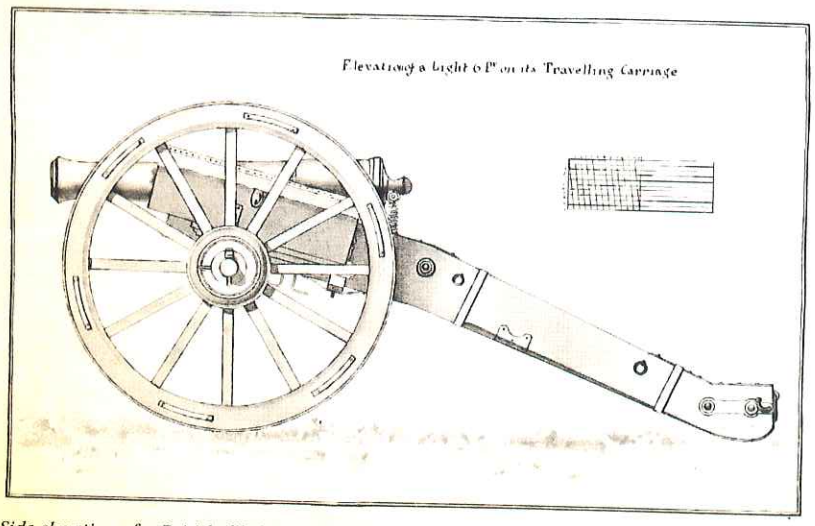
THE FIRING SEQUENCE

1. PICK BATTERY AND TARGET

The player with the initiative chooses each of his artillery batteries in turn, and declares its target. All the guns in a battery must fire at the same target. No ranges are measured at this stage. The target unit must be within line of sight of at least one stand in the battery, and may not be engaged in melee. The player must spend 1 Tactical point for every battery that fires – note that only 1 TAC point is required regardless of the number of stands in the artillery unit.

2. DECLARE MODE OF FIRE

Some artillery can choose to fire either 'direct' or 'indirect'. An artillery battery can only fire direct if there is no scenery or troops, friend or foe, in the way of their shot (see the line of sight rules, on page 42). If there are obstacles in the way, artillery can only fire indirectly, assuming they are allowed to do so at all. However, artillery in an elevated position may be able to fire over the heads of troops, as described later.



Side elevation of a British 6lb field gun, pre-1812 pattern.

3. GUESS RANGE

Ranges are not measured straight away for artillery, but rather are guessed by the player. Guess the range to the target, in inches, up to the maximum range permitted for the artillery type you are firing. Only one guess is made per battery, rather than per individual gun. You must guess the range of each artillery battery in your army before taking any measurements (this is another reason why the Artillery phase takes place before movement or shooting). Note that artillery usually has a minimum range to guess, too. You may find it useful to note down or otherwise mark the distances you guess, especially if you have a lot of guns to fire.

4. MEASURE RANGE AND ROLL DICE

Measure your estimates and mark those points on the tabletop before working out the effects of the shots. The best way to do this is to extend a measuring tape in a dead straight line from each of your cannons to the target, marking the exact point of your estimate along this line. The guess may fall short or long, but it's important that you complete the procedure, as other units may be hit, or your cannons may misfire! Next roll the required dice (usually an artillery and/or scatter dice, as specified in the Artillery rules) for each artillery piece in the battery – while the target and range is determined for the battery as a whole, each piece resolves its shot separately.

5. WORK OUT THE DAMAGE

At this point, the various types of guns and ammunition types have their own unique rules. If any units or even buildings lie under the shot marker, you must determine whether or not they are damaged, using the profile for the weapon you are using, and the rules for damage in the Shooting phase section (see page 49). Cannon shots may then bounce onwards, possibly causing additional damage or hitting a new target altogether, while mortars and howitzers will have templates that may cover multiple targets in lethal canister, incendiary or shrapnel shot.

TYPES OF TARGET

At various points in the rules, you will find that targets are referenced as 'hard' or 'soft'. Hard targets include terrain, artillery pieces and fortifications. Soft targets are men and horses. Most artillery pieces inflict varying damage and/or secondary effects depending on the type of target.

DIFFICULT SHOTS

In the Shooting phase, you will read about 'Difficult Shots', which makes certain targets harder to hit by a man with a musket or rifle. Artillery batteries don't fire in the same way as other missile weapons, and therefore ignore Difficult Shots unless their rules specifically state otherwise.

The Movement Phase

Once the preliminary artillery bombardment has finished, the Movement phase begins. During this phase of the game, each side gets to move its units, attempting to outmanoeuvre the enemy and seize vital battlefield objectives.

The Movement phase is a particularly important part of the game, and it's the only phase where the player is completely in control of his soldiers' actions. Unlike the other phases of the game, there are few dice to blame (or even to thank) for strategies gone awry, so the players' own tactical acumen and skilled manoeuvring will prove decisive. Canny generals will use this phase to great effect, setting up ambushes, reinforcing strategic positions or launching devastating charges that will help to dictate the shape of the battle in the following turns.

The nature of tabletop wargaming, the varied terrain it is fought over and the stability of the models themselves mean that it is almost impossible to be absolutely accurate about the movement of units – the odd fraction of an inch will inevitably disappear as lines are neatened and models edged together. On the whole, this need not cause concern during gameplay, as it is far better to keep the game flowing than worry about unavoidable imprecision. However, it is recommended that where a move is especially important, or an exact measurement critical, it is good practice to agree what you are doing with your opponent before moving any troops.

WHO MOVES FIRST?

The player who won the initiative and chose to go first moves his troops first in this phase, in whatever order he wishes.

There are advantages to both moving first and moving second. By moving first, a player can force his opponent to react to his manoeuvres, or launch a vital charge against nearby enemy units. On the other hand, by moving second a player can observe his opponent's strategy and hopefully react to exploit weaknesses in it. Once the first side has moved all the units it wishes to, the second side moves its formations.

TACTICS POINTS IN THE MOVEMENT PHASE

Like all actions in games of *Waterloo,* manoeuvring costs a number of TAC points. It costs 1 TAC point to do each of the following, and each may only be performed once per turn:

- Declare a charge
- Perform a Normal Move, up to the unit's normal movement allowance
- Change formation

As you'll see later, declaring a charge precludes a unit from performing any other move or changing formation. However, a unit may perform a normal move and change formation in the same Movement phase.

MOVEMENT PHASE SUMMARY

As with the overall turn sequence, the things you can do in this phase are performed in a strict order:

1. Declare charges and determine charge reactions
2. Measure charge distances and move charging units
3. Move and/or reform remaining units

MOVEMENT RATES

The normal speed or movement rate of a unit is determined by its type. Obviously you would expect cavalry to move faster than infantry, for example. All troop types have three movement rates – one for normal movement, one for charging (usually double the unit's normal movement), and a third rate used when the unit flees from the enemy or pursues a beaten enemy. Note that the flee/pursue value is a random number, determined by rolling several dice and adding the scores together. The result is the number of inches the unit moves.

Type	Move	Charge	Flee/Pursue
Infantry (all types)	4"	8"	2D6"
Cavalry, Heavy	6"	12"	3D6"
Cavalry, Light	8"	16"	3D6"
Artillery (unlimbered)	4"	-	2D6"
Artillery (limbered)	6"	-	3D6"

Models do not have to move their full movement allowance, and can even stay still if you prefer, but they cannot move further than their movement rate unless charging, pursuing or fleeing, or unless they have received some form of movement bonus (for moving 'at the double' or along a road, for example).

MINIMUM DISTANCE APART

Players will sometimes find that the movement of troops results in the tabletop becoming quite crowded, especially when several units are engaged in close combat. It is important to establish which units are actually fighting and which are close by but not engaged.

For this reason, units must always be kept at least 1" apart when they are not fighting. Models which would otherwise approach to within 1" without engaging them must simply halt 1" away instead. Remember that in normal circumstances units may only engage in close combat by means of a charge. However, during charge moves a charging unit may approach to within 1" of any enemy, not just the one they are charging.

CHARGES

At the start of your Movement phase, the first thing you must do is declare which, if any, of your units will charge an enemy this turn. You will never normally be forced to charge, although some unusual situations may lead to unexpected charges – these are discussed later.

Charging is the only way that units are normally allowed to move into melee. If you want to attack an enemy unit, then you must charge it.

CHARGE DECLARATIONS

Charges can be declared in any order that you wish, but all charges must be declared before any movement ranges are measured or any troops are moved. To declare a charge, simply nominate one of your units, spend a TAC point, and nominate the enemy unit that it is going to attack. Note that a unit must be reasonably considered to be in charge range for a charge to be declared – players must not declare an unrealistic charge against an enemy unit just to force a reaction from it.

A unit may only declare a charge if at least one company in the unit can see the enemy – it's not necessary to draw a line of sight from every company in the unit as long as at least one can see. For more on line of sight see page 42.

Troops can only charge up to a predetermined distance, as described in the Movement Rates section earlier. When you declare a charge you must do so without measuring the distance. You must also take into account the affects of battlefield terrain on your charge distance – as you can see, declaring an effective charge requires a good judgement of distances.

CHARGE REACTIONS

After you have declared your charges, but before you measure to see whether or not the charging units are in range, your opponent must declare how each charged unit will respond. Note that this is an exception to the usual sequence of play, as the charged units may be able to move or shoot during your turn.

Most charged units have three charge reactions available to them: Hold, Flee, or Stand and Shoot. In the unusual circumstance that infantry try an ill-advised charge against cavalry, then the cavalry unit being charged may choose any of the above reactions, or it may choose to Evade or Counter-charge. Defending units may only declare a single charge reaction, regardless of how many attackers charge them in the same turn.

Units that are already engaged in combat when charged may only Hold. Units that are fleeing when charged may only Flee.

Finally, some types of units have compulsory charge reactions in certain situations – for example when artillery is charged by cavalry, the artillerymen must flee. This is covered in depth in the section on Units, beginning on page 57.

HOLD

A unit can opt to stand fast and receive an enemy charge, representing the individual soldiers bracing themselves for the inevitable onslaught. This is the usual response of troops who are charged from outside of their fire arc, or too close to the enemy to Stand and Shoot.

6th Inniskilling Dragoons at Waterloo, 1815 (Anne S. K. Brown Military Collection, Brown University Library).

STAND AND SHOOT
If the unit being charged has missile weapons (and most units do), they may be able to stand and shoot at the advancing enemy. This reaction can only be chosen if the chargers start their charge move from 6" away or more, giving the defending unit time to compose themselves and crack off a volley. The defender takes a Command check. If it passes it may make a regular shot at the enemy unit, worked out just before the enemy unit measures the charge distance and moves. The shots are counted as Difficult Shots (see page 45). It is quite possible for a charging unit to be out of range of the charge, and still get shot at – such is life!

If the defending unit is being charged by multiple attackers, it can only Stand and Shoot at one of the attackers (the controlling player may choose which unit his brave defenders target). In this instance the defenders automatically Hold against all other chargers.

It is possible that the Stand and Shoot reaction will cause the enemy battalion to break or become disordered before it can close (see page 55), in which case the attackers may not complete the charge.

An artillery battery may only Stand and Shoot if it did not fire in the Artillery phase, and even then only with canister shot (see the Artillery rules on page 62).

Finally, if after measuring the charge distance the attackers are found to be closer than 6" to the shooting unit, then the defenders may not shoot, and must change their charge reaction to Hold instead.

FLEE
Opting to Flee from an approaching enemy is often a desperate option – the defenders see a unit bearing down on them with hooves thundering or bayonets twirling, and decide that it's time to turn tail and run!

Just before the charging unit makes its charge move, the defender flees directly away from the charger, using its random flee movement rate to determine the distance. The unit must pivot on its centre point so that it is facing directly away from the chargers, before moving in a dead straight line. If the fleeing unit is being charged by multiple attackers, then it will flee from the unit with the most companies in it. If the number of companies in the attacking units is equal, use dice to randomly determine which unit the defenders flee from.

Once the fleeing unit has moved, measure the charge distance of the attackers in the usual manner. If the charge distance is still sufficient to contact the defenders, the chargers move and the defenders are wiped out. If not, the defenders are placed facing away from the chargers, and count as Routed (see Command and Control). The chargers move their full charge distance towards the fleeing enemy. In some instances this may take the chargers into contact with another enemy – rules for dealing with this situation are presented later.

Finally, fleeing troops may not always have an unimpeded corridor of flight – there may well be other units or terrain in the way. Rules governing the movement of fleeing troops in these situations can be found in the Melee phase section, under the Rout and Pursuit rules (page 51).

MEASURING
When measuring the movement of a unit of models, it is inevitable that some inaccuracies will occur. To ensure that units are moved as accurately as possible, it is good gaming etiquette to measure the distance from the company that will have to move the farthest, to make sure that all the models in the unit are within the required range.

You'll never be able to measure distances completely accurately all of the time. Models fall over at inopportune moments, companies slide down hills, and stray hands can alter a unit's facing accidentally. As a result, you'll sometimes lose the odd fraction of an inch here and there as the game progresses. Don't fret about it – as long as you don't seek to take advantage of such things in an unsportsmanlike manner, it will rarely affect the game too much.

SPECIAL CAVALRY CHARGE REACTIONS
The following charge reactions are available only to cavalry units, and only then when they are charged by infantry. Historical instances of infantry charging cavalry are few and far between, and the sparseness of historical accounts is testament to just how reckless the ploy was. However, desperate times call for desperate measures, and there may well come a time when players feel that they must resort to this risky tactic. Rather than disallow this course of action in the rules, we instead highlight just how dangerous it is by allowing cavalry to use the following charge reactions:

COUNTER-CHARGE (CAVALRY ONLY)
If a cavalry unit is charged by infantry, the cavalryman's superior vantage point and speed allows him to counter-charge instead. As long as the charging enemy is within the cavalry squadron's front arc, it may counter-charge. Resolve the infantry battalion's charge as normal, but the infantry loses any bonuses it may have been entitled to for charging, while the cavalry squadron counts as having charged in the Melee phase.

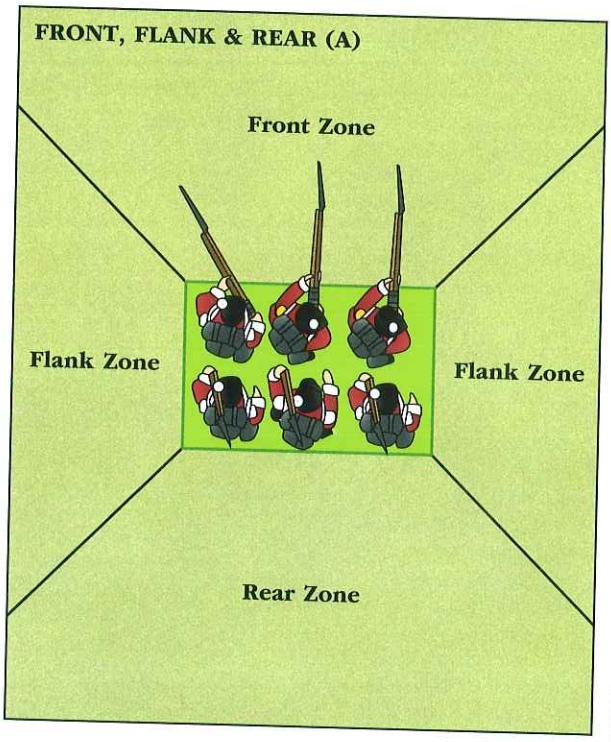
EVADE (CAVALRY ONLY)
When charged by infantry, cavalry squadrons may also opt to evade their attacker. This is treated like a flee response except that, if the cavalry squadron successfully outruns the charger, they are placed back in their original formation, facing whichever way the controlling player wishes, and are free to act normally from that point onwards. This is the ideal charge reaction for cavalry units that find themselves charged from the sides or rear by opportunistic infantry battalions.

MOVING CHARGERS

Once charge reactions have been declared and resolved, the charging unit can finally be moved. Charges are resolved one at a time, in the order that they were declared.

FLANK AND REAR CHARGES

Sometimes you will find that units are able to charge the enemy in the flank or rear of their formation. This is particularly good for the attacker, and potentially catastrophic for the defender. A charging unit's relative position to its target at the start of the Movement phase determines whether it charges the enemy in the front flank or rear. Diagram A, below, illustrates the front flank and rear zones of a unit – the zone in which the charging unit begins determines where they will end up when the charge is completed. If a charging unit straddles two zones, then the unit is considered to be in the zone where the majority of its models are (see diagram B). If the situation is so close that you can't determine where a unit should charge, then roll a dice to decide it.



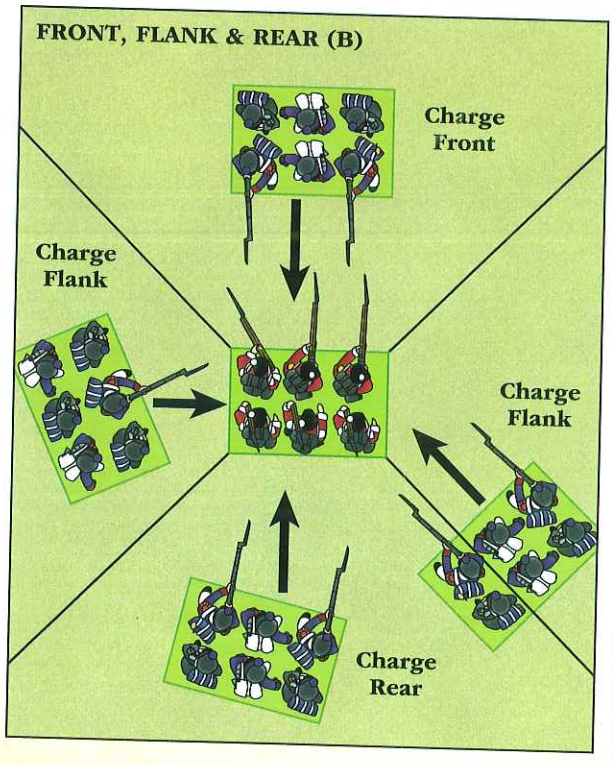


Diagram A, above, clearly shows the 90° arcs of a company.

Diagram B, right, shows how the company's arc affects where the enemy can charge to. The French company on the right straddles two arcs, but as the majority of the attacking models are in the target's side arc, the charge is treated as a flank charge.

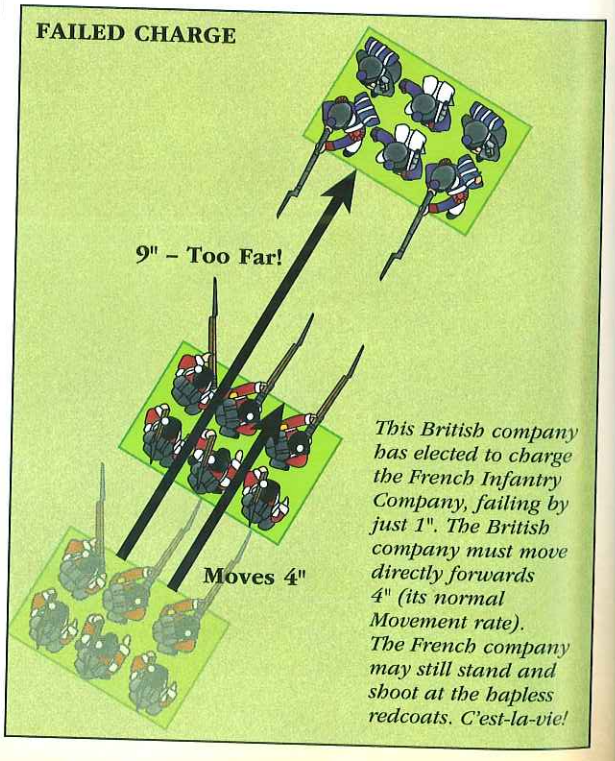
CHARGING

Measure the distance from the front of the charging unit to the nearest edge of the enemy unit. Like normal moves, discussed shortly, charge distances can be affected by terrain (see page 40). If the enemy is found to be in range, then the chargers will move in a straight line until the two units make contact. If the enemy unit is not in range, then the charge is failed. The charging unit simply remains stationary, as the troops quickly realise that they aren't going to cover the required distance.

MANOEUVRING DURING A CHARGE

When a unit charges an enemy, the player must endeavour to bring the maximum possible number of companies from both sides into combat. Sometimes this can be achieved simply by moving directly forwards, but it is more likely that a manoeuvre will be required.

A charging unit may not perform any complex manoeuvres or formation changes during its charge, but it may wheel as described on page 32. Only one wheel may be made during a charge, and it can be performed at any point during the move. The unit can, and indeed must, wheel in order to maximise the number of company bases able to fight. If chargers need to wheel towards their target, execute the wheel as described on page 32, measuring the distance wheeled as you normally would. This distance counts



This British company has elected to charge the French Infantry Company, failing by just 1". The British company must move directly forwards 4" (its normal Movement rate). The French company may still stand and shoot at the hapless redcoats. C'est-la-vie!

as part of the total charge distance. For example, if an infantry unit with a charge distance of 8" wheels 2" to bring more models into line with the enemy, then the remaining charge move may not exceed 6". The only exception to this rule is if the distance of the wheel would mean that the chargers are unable to complete the charge at all – in this case they should move into contact with the enemy, doing the best they can to get more companies into the fight.

Once a unit has moved and/or wheeled towards the enemy, it stops as soon as their bases touch.

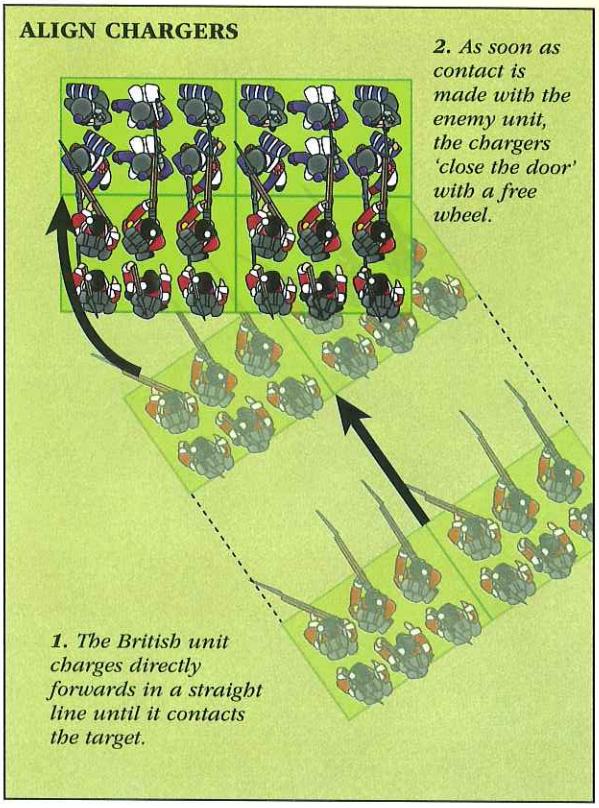
ALIGNING THE COMBATANTS

Once the charging unit is in contact, it is automatically aligned against its enemy to form a battle line (see diagram, right). This extra alignment move is called 'closing the door', and is a free move that does not count towards the charge distance.

If it impossible to form a proper battle line because of interposing terrain or other models, then it is acceptable to realign the charged unit as well (or even instead) so that the battle lines remain neat.

ENGAGED UNITS

Once units are engaged in combat, they may not move again until they are destroyed or flee from combat. Unless something unusual occurs to panic the engaged troops, they will not act again until the Melee phase.



Below: French columns of attack march towards British lines. Whilst the veracity of this tactic is often challenged by historians, it looks great in miniature!

NORMAL MOVES

Once any charges have been resolved, the rest of the player's units may move. Units can be moved in any order, up to their maximum movement allowance, as described earlier.

A normal move costs 1 TAC point to perform. This type of move is simply one that does not involve charging, fleeing or changing formation. Units move one at a time – you must complete the movement of all the companies in a unit before moving another. To move a unit, simply measure its movement allowance from the front of the foremost company stand, and place the companies in their new location on the tabletop. Units must start and finish each move in a legal formation, and that formation may not change partway through moving – this is explained fully in the rules for formations, later.

MANOEUVRES

Obviously, you won't always want to move your troops in a dead straight line, but turning a large battalion of men in strict formation is not an easy exercise. During a move, a unit may perform one or more manoeuvres without expending any additional TAC points. These manoeuvres are wheeling, pivoting, retiring, snaking, and turning 'about face'. Note that the exact movement distance of a battalion may be affected by its current formation and/or scenery (wheeling is more unwieldy when in line than when in column of attack, for example.

WHEELING

In the game, much as in real life, units most commonly manoeuvre around the battlefield by wheeling. To wheel, the front edge of the formation moves forward, pivoting around one of the front corners. The unit swings around like a spoke in a turning wheel, and completes the manoeuvre facing in a new direction (see the Wheeling diagram, below).

When it wheels, the entire unit counts as having moved as far as the outermost company. Once the wheel is complete, you may use up any remaining movement.

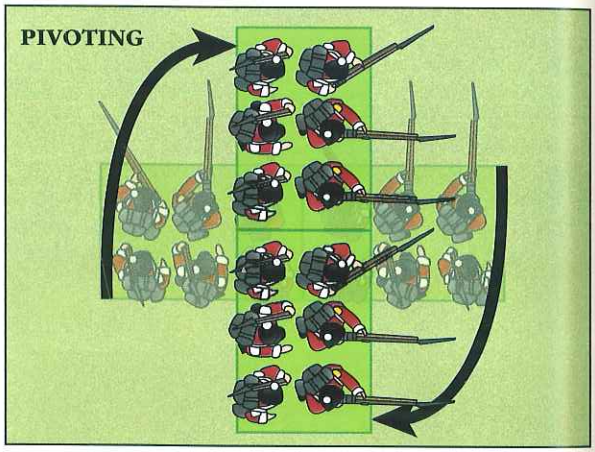
For example, a unit of Young Guard might wheel 2" to the left before moving 2" forward, for a total of 4".

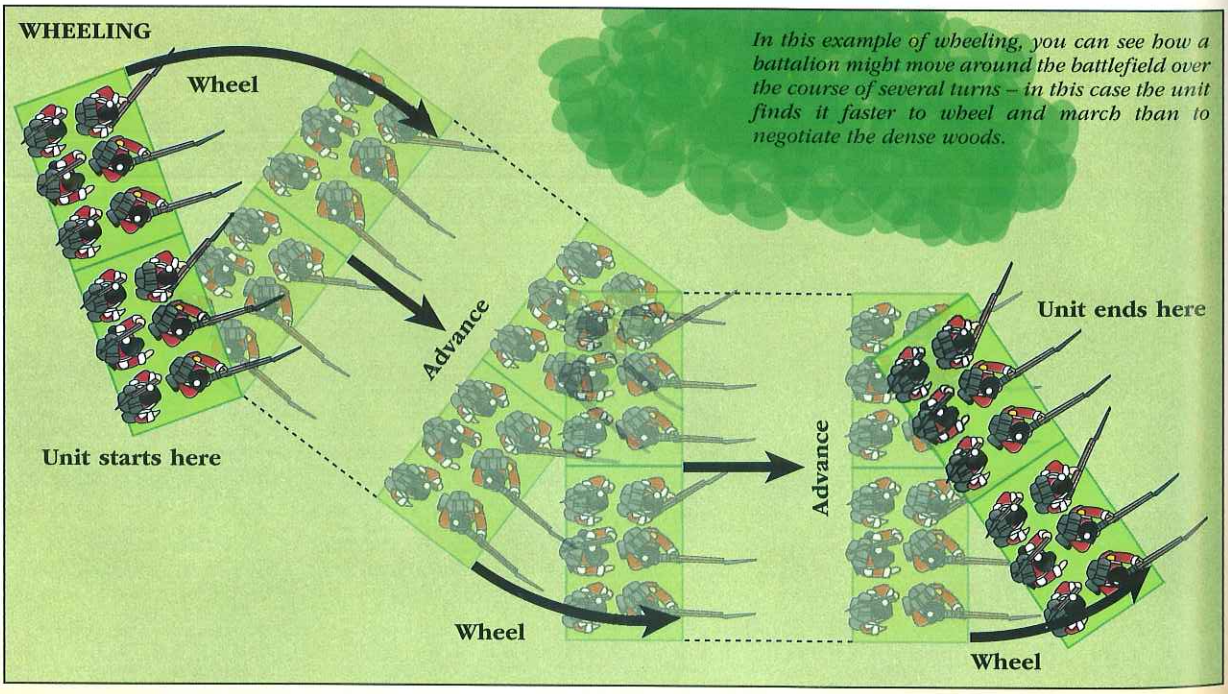
A unit may wheel several times during its move, as long as it has enough movement to do so and is not charging. A charging unit may only ever wheel once, as described earlier.

PIVOTING

A pivot manoeuvre can be very useful to change a unit's direction without actually moving too far – this can be vital when trying to avoid closing with the enemy, turning to face a new threat, or when terrain means that space is tight.

The manoeuvre itself is very similar to wheeling, except both the outermost companies move – one forwards and one backwards, so that the entire company pivots on the centre point, just like spokes moving around the axle of a wheel. The entire unit





counts as having moved as far as one of the outermost companies, and all of the rules about wheeling apply (see the Pivoting diagram on the previous page).

RETIRING

This manoeuvre may only be performed by Infantry, and is the only time a unit may be moved in any direction other than forwards without first wheeling or pivoting. The unit may opt to move either backwards or sideways in this Movement phase, but its movement allowance is halved (see the Retiring diagram, right).

SNAKING

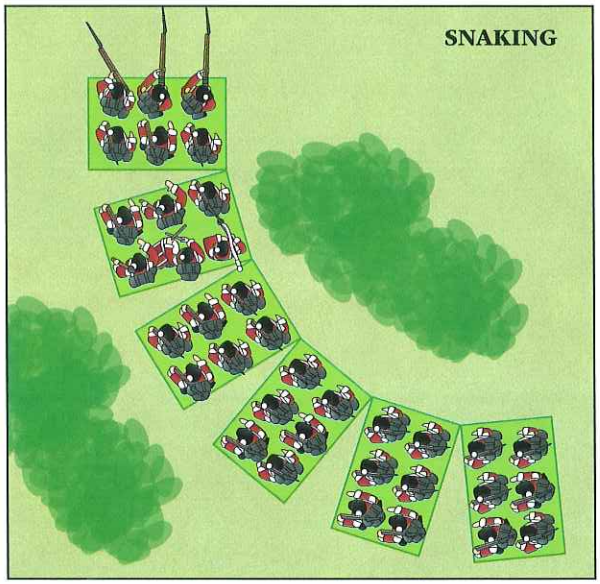
Sometimes the battlefield terrain is particularly dense, and units may be unable to manoeuvre through it. In such situations, the only recourse (other than staying still, of course) is to 'snake' between the obstacles.

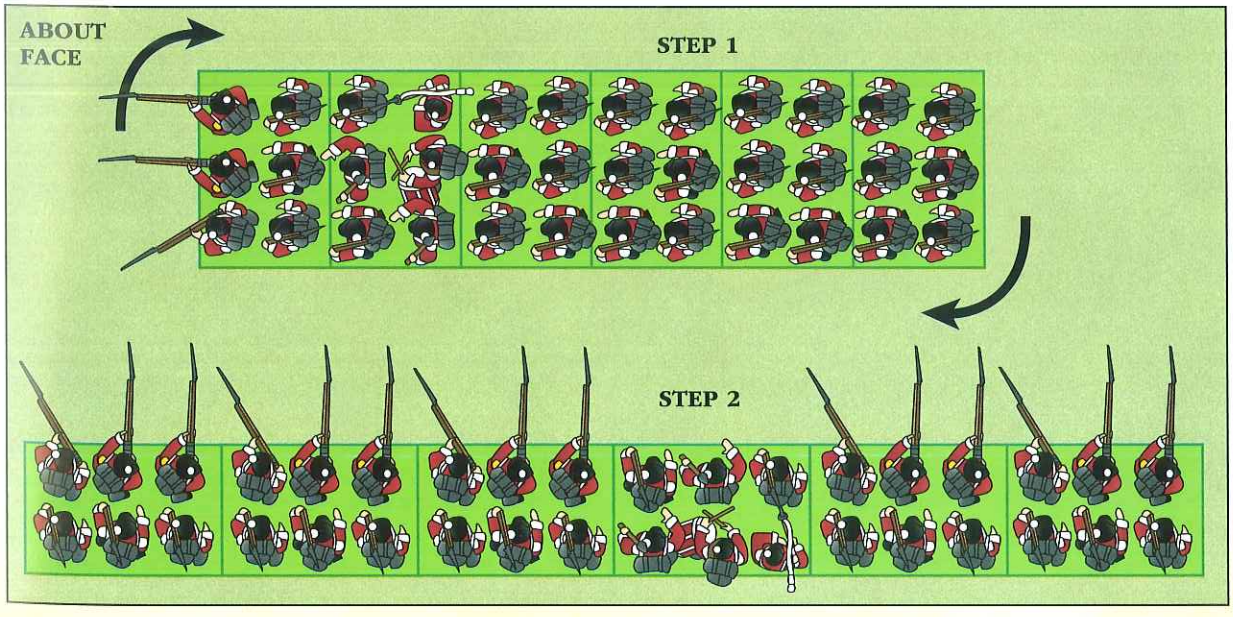
In order to snake, the unit must first form a single-file column of march (see page 36). When moving, the companies follow the path of the lead company, wheeling individually around obstacles. Each company must remain in contact with those in front and behind by at least a corner of the base, and must form up properly into the column as soon as it is able (see diagram, right). If charged in the flank while snaking, try to align the combatants as best as possible – as this type of movement is quite unusual and awkward, some agreement between players will often be required to work out exactly which companies are fighting.

ABOUT FACE

By expending half its movement allowance, a unit may turn to face another direction. The 'About Face' manoeuvre is designed to allow units to face a threat quickly and efficiently. This manoeuvre may only be employed by units in column of march or line formation (see pages 35 and 36).

To complete this manoeuvre, each company in the unit must turn on the spot either 90 degrees (left or right) or 180 degrees. All companies must move the same way, so the unit comes to face in a new direction. Once the manoeuvre is complete, companies are shuffled together to form a coherent unit as usual.





Left: In order to form an effective firing line quickly, this British battalion uses the 'About Face' manoeuvre to turn to face an enemy in their flank. If they need to, they can also move half their normal movement rate (2").

NAPOLEON.

What is special about this manoeuvre is that it can be used to change formation without expending an additional TAC point. For example, if a unit is in column of march (see page 36), and each company turns 90 degrees clockwise, the unit will end up in line formation, ready to fire. This is an emergency measure, however, used to save on either space or TAC points – it is unlikely that the command companies will end up in the correct place during this move, which means that in either this or the following turn they must spend a TAC point anyway to change formation, otherwise the emergency line or column will not count as a valid formation.

INTERPENETRATION

The term 'interpenetration' simply refers to friendly troops passing through other units in the army. Normally, units (friend or foe) may not move to within 1" of each other unless charging. However, some types of troops may move through certain other types of friendly troops, as long as their movement will take the entire unit at least 1" clear of the unit they are passing through. The following restrictions apply:

- Any friendly unit may pass through a skirmishing unit. Likewise, skirmishing units may always pass though any other friendly troops
- Cavalry units may always pass through infantry
- Artillery may not pass through any troops, nor be passed through themselves

Note that units may only make a normal move through a friendly unit – they may not charge in the same turn. Also, these restrictions do not apply to routing troops, who may pass through any friendly unit with impunity, as described on page 51.

TROOPS LYING DOWN

Desperate measures call for desperate actions, and sometimes the only way for an infantry battalion to weather the storm of enemy fire is for them to lie down flat on their bellies and hope for the best! This tactic was used to great effect by Wellington at the Battle of Waterloo.

Troops may lie down as part of a normal move. Only infantry can lie down, and it costs half the unit's movement allowance to lie down, and half to stand up again.

Any enemy unit firing at a target that is lying down counts all of its shots as Difficult Shots (see page 45).

Units lying down gain +1 to their cover save, and gain a special cover save of 6 when in open ground. See page 47 for details of cover saves.

Models lying down may not move or shoot, nor may they charge, and they may only hold or flee as a charge reaction. In addition, a unit lying down that is forced to flee for any reason rolls one less D6 than usual when determining how far it flees (so it will usually flee just D6").

Battalions lying down that end up in combat fight at reduced effectiveness – they always strike last, and companies locked in combat (see later) halve their attacks (rounding up), while supporting companies may not attack at all.

FORMATIONS

Formations were incredibly important in Napoleonic warfare. Each formation was developed for a specific battlefield task – lines are great for maximising firepower, for example, while squares provide an almost impenetrable defensive block for infantry to fend off enemy cavalry. To represent this, every unit in the game must always be in a valid formation, unless it is routing.

As described earlier, changing a unit's formation costs 1 TAC point, and may be done before or after a normal move. The distance moved during the formation change does not count towards the unit's movement allowance, although companies can only move up to double their regular Movement rate when moving into formation – the lead company must remain stationary if possible, and other companies must form around it as shown in the examples later.

A unit may not change formation in the same turn that it declares a charge, nor if it is in combat.

STARTING FORMATIONS

At the start of every battle, players may choose which formation each of their units adopts as they deploy them on the tabletop. Sometimes a scenario may restrict the formations available, in which case the scenario-specific rules take precedence.

THE FORMATIONS

There are five common formations available to units in games of *Waterloo:* Line, Column of March, Column of Attack, Square and Skirmish Order. Each of these is presented over the following pages, along with any special rules they confer, and some examples of how to represent them on the tabletop.

Some formations are not available to every type of unit (cavalry and artillery may not form square, for example) – after each heading, you will see the types of unit that can adopt the formation in parentheses.

LINE *(Infantry, Artillery and Cavalry)*

The line formation is the most common, and is used primarily to maximise the firepower of the unit. Every company in line has the potential to fire forwards, making a full fusillade particularly deadly.

To form a line, companies are arranged in a single rank, facing in the same direction. The command company must be placed as close to the centre of the formation as possible. Flank companies, if present, are placed at either end of the line.

Due to the battlefield terrain and the proximity of other troops, it is not always possible to form a single-rank line. For this reason, a line is defined as having the same number or more companies in the front rank than in the rear rank. A line may never comprise more than two ranks. Larger units may struggle to form a perfect line in a single Movement phase due to the distance each company will have to move. In this instance, units may need to move in two stages to achieve the ideal single line, staggering the formation change over two turns (see the diagrams below).

Infantry in line gain advantages against artillery fire (artillery must deduct 1 from the number of hits per company when firing at lines – see the Artillery rules on page 59), but suffers against cavalry. If a line is charged by cavalry, the battalion must pass a Command check at -1 to its Command value if it wishes to do anything other than flee – if the check is failed, the unit is Routed (see page 51). If defeated in combat by cavalry, infantry in line will automatically rout without the need for a Command check. See page 54 for more information about Command checks.

A cavalry line actually comprises two ranks, which attack in two waves. This is usually organised as two lines, with three companies in each (see the diagram below). When a cavalry squadron has three or less companies remaining, it must form a single line rather than two ranks.

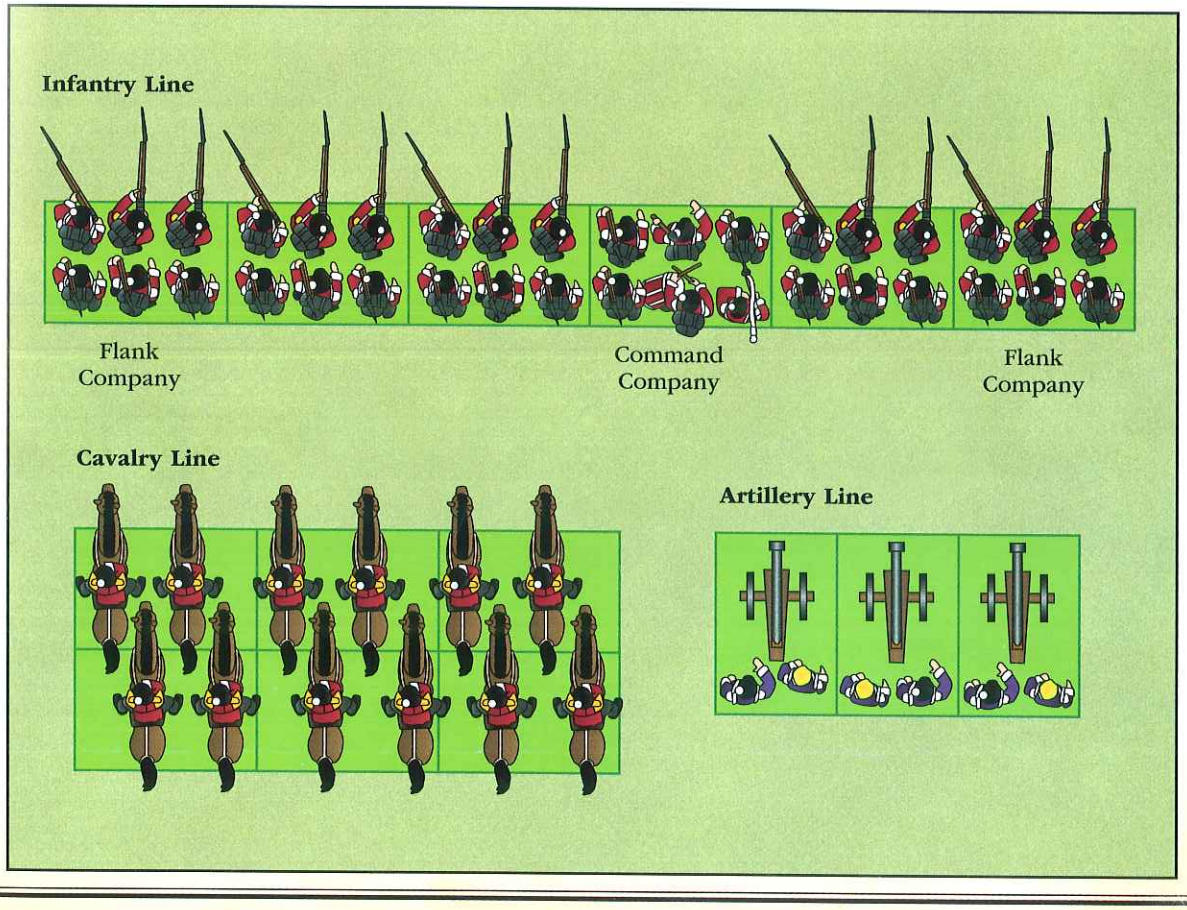
Line is also the most common formation for artillery, but artillery units may not move when formed up in line. Whenever artillery is unlimbered and ready to fire, it counts as being in line, even if there is only one artillery model remaining in the unit.

SPLITTING FIRE WHEN IN LINE

As you'll see later, every company in a unit must usually fire at the same target. However, when in line the endmost companies (usually flank companies such as Grenadiers or light infantry) in any line can choose to shoot to the left or right respectively, even if the centre companies fire to the front. Only infantry units may split fire like this.

ABOUT FACE

Units in a single-rank line may turn to form a rapid column of march by using the 'about face' rule, as described on page 33.



COLUMN OF MARCH *(Infantry, Artillery and Cavalry)*

A column of march was simply a long, thin column of men, and was a formation adopted to march quickly from place to place. Whilst not commonplace on battlefields, it was sometimes necessary to move troops quickly in this manner when they found themselves woefully out of position.

Companies are arranged in single file, following the lead company. In an infantry battalion, Grenadiers or their equivalent, if present, are positioned at the front, with the command companies behind them. Light infantry are always placed at the back (if you prefer the aesthetics of having your command company at the front of the column, it doesn't really matter).

No company in a column of march formation may fire in the Shooting phase, nor may the unit charge in the Movement phase.

Infantry in column of march may move 'at the double' (8" per turn), as long as there are no enemies within 12" at the start of their move.

Artillery may not form column of march unless they are first limbered (see page 60).

This formation is quite unwieldy to manoeuvre. In addition to the rules for normal movement, the unit may move by 'snaking' (see page 33).

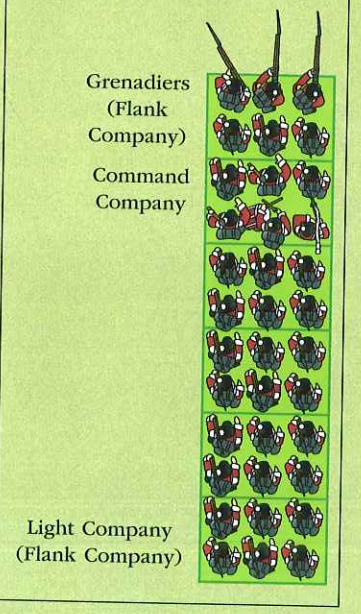
ABOUT FACE

Units in column of march who wish to form line during their movement may simply 'about face' rather than form up around the command company – see page 33.

ENFILADING FIRE

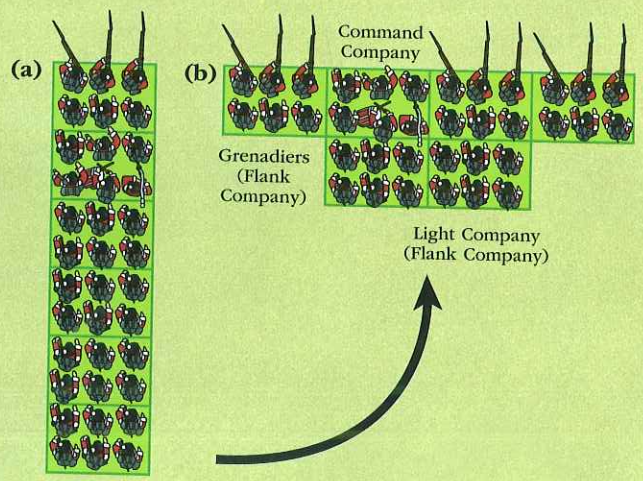
When in column of march, the front and rear of the column count the same as the files of a line formation for the purposes of enfilading (see page 46).

Arrangement of a standard line formation (British)

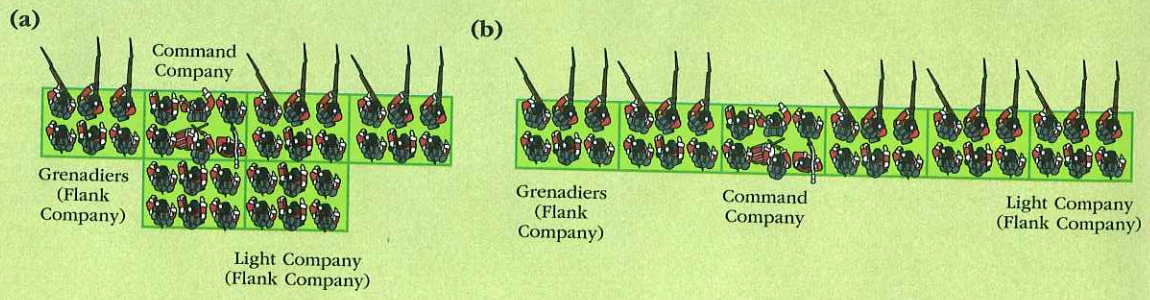


Example of infantry forming line from column (two stages):

1. First move – still a valid line at (b)



2. Second move



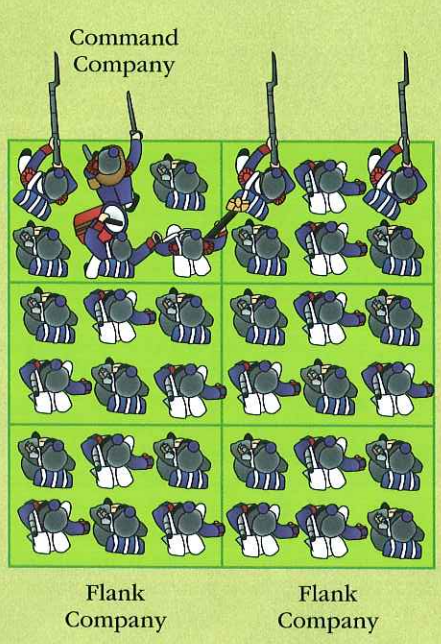
COLUMN OF ATTACK *(Infantry)*

One of the enduring myths about the Napoleonic Wars is that the French marched into hand-to-hand combat in aggressive *colonnes d'attaque,* marching steadfastly towards the British lines, taking casualties with every volley. Historians never seem to agree on the reasoning behind this, although there are certainly accounts of this happening. It is widely accepted that the column of attack was really a method of redeployment that was somewhat safer (although not as quick) than a column of march. It is thought that during the confusion of the battle and the 'fog of war' that these attack columns found themselves too close to the enemy to safely change formation, and so the orders were given to engage instead – the effect was rather effective, if unintentional!

To form a column of attack, companies are arranged in two files, with the command company at the front, and any flank companies positioned at the rear, as shown opposite. A unit with only three or less companies remaining no longer counts as a column of attack, but as a line instead.

Companies directly behind the lead companies (the second rank) gain one more (+1) support attack than usual when the battalion charges (so they get +2 attacks in the turn that the battalion charges). See pages 48-53 for more on melee combat.

Typical French Column of Attack



Below: A whole brigade of French Infantry of the Line adopting colonnes d'attaque.

SQUARE *(Infantry)*

When infantry are not formed up into squares, they are ripe for the taking by cavalry units. As a result, whenever cavalry are nearby, the sensible option is to form square as quickly as possible, because it is a foolhardy (or very, very good) cavalry squadron that can charge a square and overcome it.

To form square, companies are placed in a rough square or rectangle, all facing outwards, as shown below. Officers, standard bearers and musician models are removed from their stands if possible and placed in the gap in the centre, otherwise they remain in their company. Units in square may not move or charge, nor may they pursue a fleeing enemy.

Battalions comprising three companies or less cannot form squares. If a battalion in square is reduced to less than four companies during a turn, then they must reform into another valid formation in their next Movement phase (assuming that they are not routing, of course). If a square is reduced to three or less companies while locked in combat, then they must immediately switch to a line or column of attack formation, at no TAC points cost. This is the only circumstance under which a unit in combat may change formation.

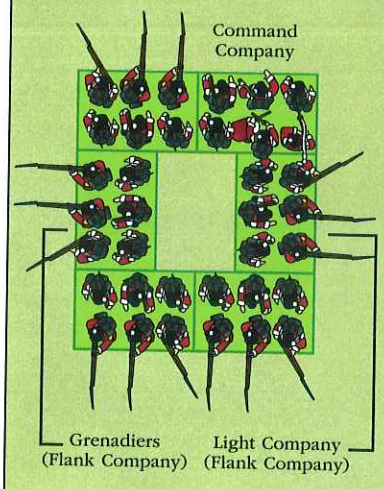
Squares offer protection from cavalry (see the Cavalry rules on page 58), but are vulnerable to artillery, especially those that use templates. Models charging squares do not count as charging in the Melee phase, so they do not automatically strike first nor gain any extra attacks that they may be entitled to for charging (described fully later). Likewise, cavalry normally strike before infantry in melee, but squares negate this rule, so that all combatants strike in order of their Fighting skill (see page 48).

Squares have no flanks or rear – every part of every company in contact with an enemy counts as fighting to its front. As a result, squares may not be enfiladed in the Shooting phase (see page 46 for more on enfilading fire).

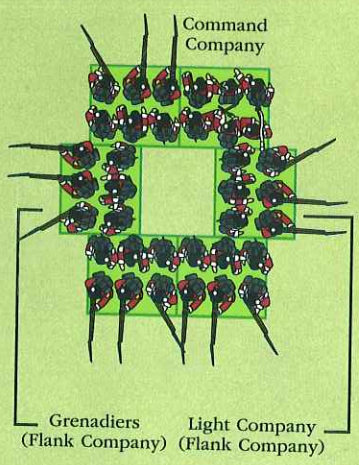
Infantry battalions in square are Stubborn (see page 70). If a unit that is already Stubborn forms square, then it gains +1 to its Command Value for as long as it remains in square.

Whilst artillery cannot form square themselves, they can be protected by an infantry square. To do this, the infantry unit must move into base contact with the artillery battery and form square. The artillery battery must be incorporated into the square as best as possible (depending on the basing convention used for your miniatures, some inevitable give and take is required here) – the artillery pieces may not fire while in this formation, but gain all the benefits of being in square. Even if the artillery stands protrude from the square (see the diagrams below) and are subsequently charged, they are counted as infantry stands of the same type as the rest of the unit for the purposes of resolving the combat. Casualties from melee and normal shooting are counted towards the line infantry battalion rather than the artillery battery. Only artillery shots may directly damage those artillery pieces that are protected by squares, as the shots can bounce through the entire formation, or cover several companies with templates. In this instance, use the actual locations of the companies – both infantry and artillery – to see who is hit. See pages 59-64 for more information on artillery fire.

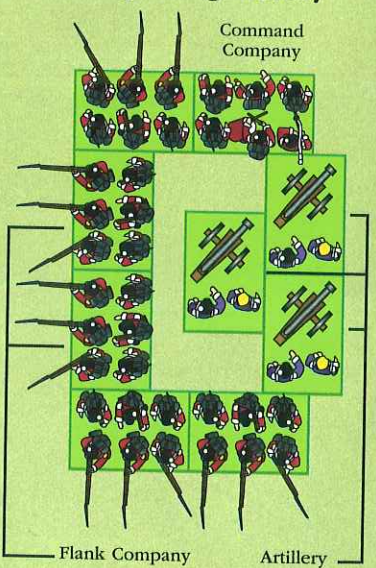
Square (with 60mm x 40mm bases)



Square (with 45mm x 40mm bases)



Example of Square incorporating Artillery



SKIRMISH ORDER *(Select Infantry units and Light Cavalry)*

Most armies engaged some light companies, whether cavalry or infantry, to act as advance scouts or to harry enemy troops on the battlefield. The main advantage of these units was their ability to spread out thinly, making use of the terrain to shield themselves from incoming fire, whilst being free in turn to pick their shots well. On the other hand, if they were ever caught by heavy cavalry or even drilled infantry, the results were never pleasant!

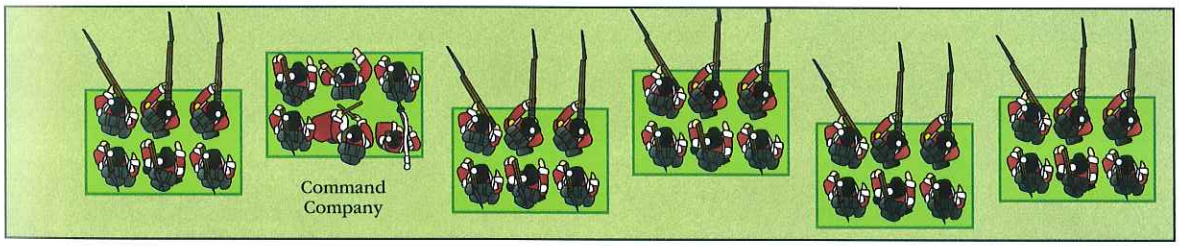
Only units with the Skirmish special rule may use this formation. To adopt skirmish order, the whole unit must be placed in a loose formation, as shown below, with companies no more than 2" apart.

Skirmishers have a much easier time negotiating terrain than other units – they ignore difficult terrain, and treat very difficult terrain as difficult instead. See page 40 for details of terrain types and their effects. Units in skirmish order may move at the double (8" per turn), as long as there are no enemies within 12". Every company in a skirmishing battalion can shoot, with an unlimited (360-degree) arc of fire. They must be able to draw a line of sight to their target (and line of sight can, of course, be blocked by other companies in the same skirmishing unit).

Firing against skirmishing infantry is counted as Difficult Shots (see page 45), and artillery is at -1 to wound them, too. In addition, skirmishing infantry units add +1 to any cover save they may be entitled to – see page 47 for details of cover saves. Light cavalry do not gain any of these bonuses, as they are just too large a target.

While skirmishing, light infantry may not charge cavalry of any sort, nor line infantry who are in column of attack, line, or square. These formations are simply too well-prepared for an assault by skirmishers. If charged by infantry while skirmishing, light infantry only ever count as having a single company locked in combat, plus one supporting attack dice for every company remaining in the unit (see the Melee Phase rules, page 48).

Skirmishing infantry units do not fare well against cavalry. If charged by cavalry while skirmishing, the infantry unit must pass a Command check or automatically flee. If they pass and choose to receive the charge, they may only roll one attack dice for each company in the battalion.



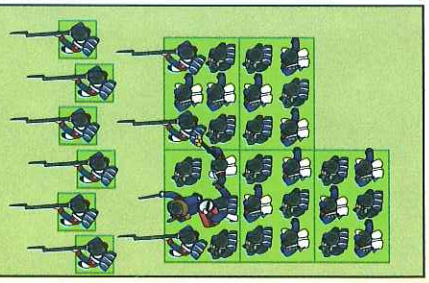
DEPLOY SKIRMISH SCREEN *(Infantry)*

Some line infantry battalions are able to include one or more flank companies as part of their unit. Sometimes this grants them the Skirmish Screen special rule, which enables them to use this formation – where this is the case, it will be clearly marked in your army list. Line battalions may deploy skirmish screens when they are already in column of attack, column of march or line formation, by spending 1 TAC point as normal – deploying the skirmish screen counts as a formation change. They may also deploy in one of those formations with the skirmish screen already 'activated', at the start of the game.

Once the skirmish screen is adopted, one or more light companies are thrown out to the front of the battalion. Remove the light company base(s) from the unit and position it to the front of the unit, or replace it with six single or skirmish-based figures if you prefer. Skirmishers are placed (and must remain) within 2" of the foremost companies in a formation.

Skirmish screens offer protection against enemy shooting as they obscure the bulk of their unit and distract attackers. Any enemy unit shooting through the skirmish screen (i.e. firing from the front of the unit) must count their shots as Difficult (see page 45).

Skirmish screens are vulnerable to close combat attacks, especially cavalry charges. If the unit is charged (from any side), take a Command check. If it is passed, the skirmish screen simply returns to its regular place in the battalion. If failed, the whole skirmishing company is removed, and the unit loses the Skirmish Screen special rule for the remainder of the game.



Typical French column of attack, with one flank company acting as a skirmish screen.

TERRAIN

It is quite possible to play on a featureless table and still have an enjoyable game. However, even the most basic scenery, such as woods and hills, will greatly add to both the look of the battle and the tactical options available to you.

As you increase the size of your miniatures collection, it's highly likely that you'll also want to make or buy more scenery to adorn your tabletop. The Battle of Waterloo, for example, was not fought over a featureless field, but was criss-crossed by roads and hedgerows, and pockmarked by farms, hills and orchards. The tables featured in the photographs throughout this book serve as great examples of the top-end of scenery set-ups.

Of course, scenery presents more than just an aesthetic enhancement for your games – it also needs some rules as to how your models interact with it. The basic terrain rules are presented here, whilst some special situations are covered later in their own sections.

This British infantry battalion keeps pace with the cavalry by marching along a well-worn road.

In their attack columns, the French have made good progress, but must now negotiate a river ford that could form a choke-point on the battlefield.

NORMAL TERRAIN

In game terms, 'normal terrain' is anything that can be crossed, clambered over or pushed through by your units. There are three 'levels' of normal terrain – the higher the level, the harder it is to traverse.

1. **Open Terrain:** Open terrain covers any stretch of land that can be easily crossed by a man – grassy fields, paved courtyards, beaches and so on. All of the normal movement rules apply. Hills and roads also count as open terrain, although they have their own additional special rules too – see below.

2. **Difficult Terrain:** Crops, thick ground foliage, churned, ploughed and muddy ground, loose rocks and scree, fords and shallow water, orchards and light woodland, etc, all count as difficult terrain. Units are reduced to half movement through these areas, rounding up (so infantry is reduced to 2" normally). Barriers such as hedgerows and fences count as difficult terrain to any unit wishing to cross them, but they also have their own special rules, below.

3. **Very Difficult Terrain:** Dense thicket, deep water and swampland, sheer slopes, etc. Units are reduced to a quarter movement through these areas, rounding up (so infantry is reduced to 1" normally).

BATTLEFIELD FEATURES

As mentioned above, roads, barriers and hills all fall under existing terrain categories, but they have their own additional rules:

- **Roads:** As long as the majority of a unit is on a road at the start of the turn, it may add D6" to its movement allowance. If also moving 'at the double', infantry units cannot move more than 12" in a single Movement phase.

- **Barriers:** Fences, hedgerows and walls can be traversed as if they were difficult terrain – the unit's movement is halved as long as any company in the unit is in contact with the terrain piece. Sometimes a battalion can be split by a linear obstacle – this is okay as long as companies that should be in touch are aligned, and remain in contact with the obstacle. Barriers can also be defended by troops – see page 74 for details.

- **Hills:** Hills count as open terrain for the purposes of movement, but if a unit occupies the crest of the hill, they gain an advantage to their shooting (due to their improved line of sight) and in melee (for the high ground bonus, page 50). Bear in mind that many gamers use 'stepped hills' (hills with several tiers), as sloping ones tend to be impractical for gaming purposes. In this instance, units that occupy any level of the hill count as being on the 'crest' of the hill compared to any units beneath them, but not to those above.

OTHER TYPES OF TERRAIN

In addition to the categories and features described above, there are two other types of terrain that might play a part in your games: impassable terrain and defensible terrain.

IMPASSABLE TERRAIN

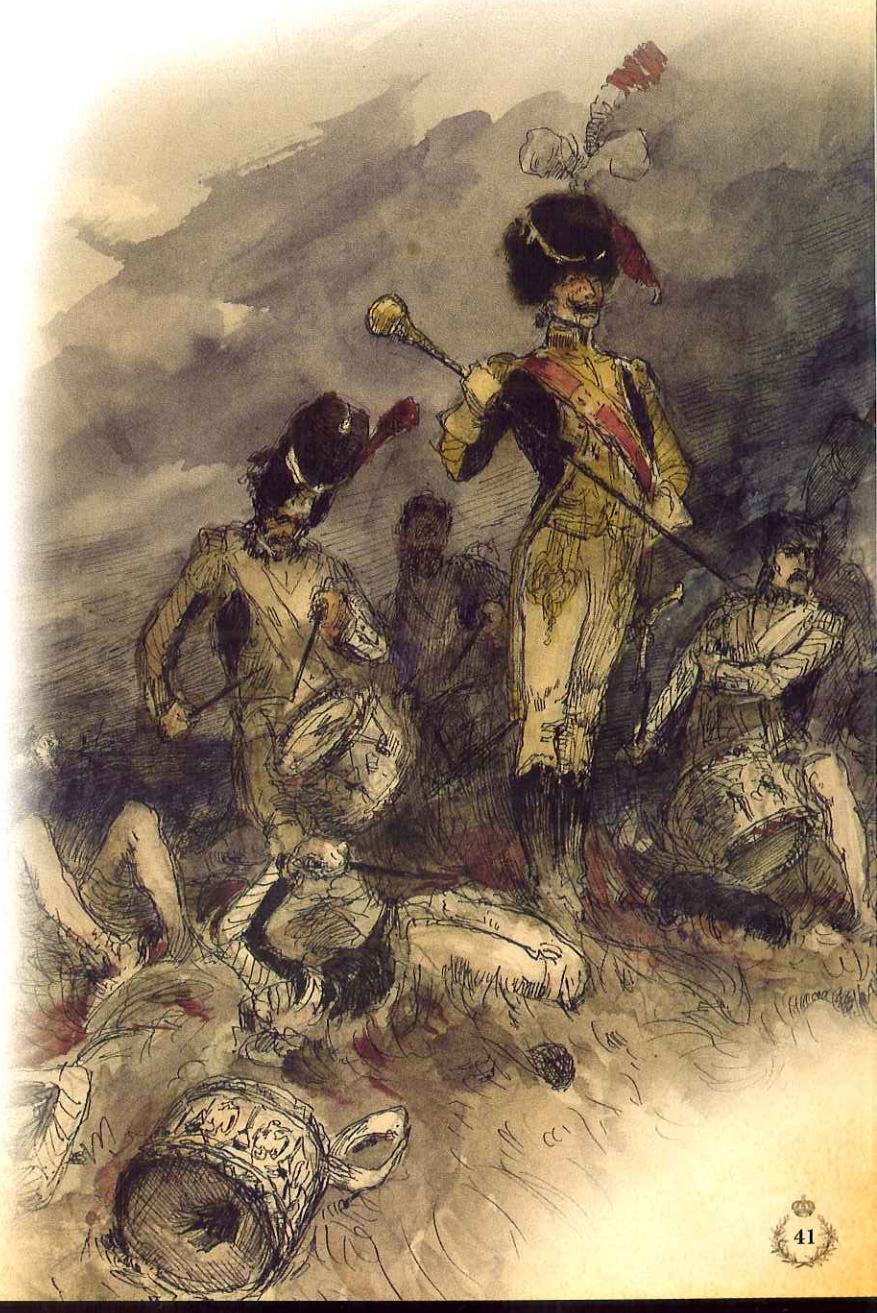
Deep, fast-flowing rivers, sheer cliff faces, and any other scenery that you and your opponent deem 'impassable' may not be traversed at all. Be wary of putting too much impassable terrain on the tabletop, as it limits the gaming surface that can be used during the battle.

DEFENSIBLE TERRAIN

As its name suggests, defensible terrain is an enclosed area that can be occupied and defended by a unit. It is represented by a scenery model with a defined footprint, such as a based forest, building, ruin or enclosed field. Defensible terrain has its own special rules – see page 72-75.

FORTIFICATIONS

Taken to its extreme, defensible terrain also includes fortresses – you'll find rules for Napoleonic siege battles later in this book. Essentially, when a building has been obviously fortified by defending soldiers, or is a purpose-built fort, watchtower or defensive line, it counts as a fortification, and has its own special rules (see page 98).



The French infantry advance across a sodden, sloped battlefield to the relentless beat of the drum (Anne S. K. Brown Military Collection, Brown University Library).

THE SHOOTING PHASE

While many gamers thrill to the image of the close-quarter clash of bayonets, heavy cavalry charges or the roar of artillery, in actual fact most Napoleonic battles were won or lost by virtue of musketry and the ability of the average line infantryman to stand and fire in the face of the enemy.

Once the artillery batteries have spoken, and troops have manoeuvred into position, it is time for the battlefield to ring to the sound of muskets, rifles, carbines and pistols. The Shooting phase is very important in games of *Waterloo*. Whether you rely on massed musket fire in your army, or simply wish to soften up the enemy before delivering a killer cavalry charge, you'll find that there's a lot going on in this phase of the game.

The player who won the initiative fires with all of his eligible units, one at a time, before the opposing player does the same.

THE FIRING SEQUENCE

1. DECLARE TARGETS FOR ALL FIRING UNITS
Shooting costs 1 TAC point if the unit did not move or change formation in the Movement phase, and 2 TAC points if it did move.

2. MEASURE RANGE
Measure the range to the target and work out the number of shots.

3. DAMAGE
Roll for damage.

WHO CAN SHOOT?

Once you have selected the unit that you wish to open fire with, you'll need to check that they are actually eligible to do so. A unit that has no TAC points remaining cannot shoot, ergo any unit that is Disordered or is fleeing cannot shoot, as they have no TAC points at all (see Command and Control, page 54 onwards). In addition, you may never fire into a melee that involves any friendly models, as the risk of hitting your own men is too great.

As mentioned above, if a unit remained stationary in its Movement phase, and is otherwise eligible to shoot, then it must spend just 1 TAC point in order to fire. If it moved, then it may still fire but at the greater cost of 2 TAC points.

If a unit is able to shoot, you'll need to choose a target based on several other factors: line of sight, firing arc and, finally, range.

LINE OF SIGHT

First of all, you need to make sure that the unit can see their intended target – this is called 'drawing line of sight'. The game uses 'true line of sight', meaning that if you can trace an unobstructed line between firer and target, you may shoot. Sometimes terrain may be in the way of the shot, but if you get down to table level for a model's eye view, the target is only partially obscured. In this case you may still fire, but you'll need to consult the rules for cover. Models (friend or foe) always block line of sight unless the firers are on the crest of a hill or occupying the upper levels or ramparts/ battlements of a fortified position. You may not take a shot at an

A section of a British army, forming their characteristic firing lines.

FAST DICE ROLLING

Quite often during the Shooting phase you'll find yourself rolling whole handfuls of dice to resolve your units' attacks. This doesn't take as long as you'd imagine, as all the dice are rolled together. The most practical way of speeding up the dice rolling process is to take as many dice as you have shots and roll them all at once.

Example: As you'll see later, a musket-armed line infantry company usually has D6 shots. If there are four companies in a battalion, and all can fire, that's 4D6 shots! Roll them all at once and total up the scores – on average, for the example above, you'll score about 12 shots. Next, you'd take 12 dice (one for each shot), and roll these all at once to see which shots actually manage to hit and wound the enemy. Pick out the successful wounding rolls (the law of averages will say about 4 this time), and calculate the effects of the damage (see page 45).

Sometimes you'll have special attacks from within the unit, like extra shots from an opening volley, for example. If any of the dice you roll aren't typical of the unit as a whole, then roll them separately or use different coloured dice.

The same system of fast dice rolling is used for close combat too. Not only does it speed up play, but there's something very satisfying about rolling lots of dice all at once, and watching the look of horror on your opponent's face as you inflict catastrophic damage on his prized Hussars...

enemy if it is even partially obscured by other models. If they're friendly, your unit wouldn't want to risk hitting them, and if they're the enemy they're probably closer, and thus a more pressing target!

HILLS AND ELEVATED POSITIONS

Hills offer hugely important tactical positions, allowing units to overlook the battlefield and pick their targets more effectively. A unit on the crest (or a level) of a hill is assumed to be able to see over the heads of other models, and can therefore attempt to shoot through interposing units at enemy units beyond (as long as the targets and the models in the way are on a lower level, of course). The firers can also be seen in return, so any units on ground level can return fire over the heads of units in front of them. Units behind cover can still claim the benefits of said cover (see page 47), and units behind tall scenery features, such as buildings, forests and other hills, still cannot be seen.

If both players agree, tall buildings can be treated as elevated terrain in exactly the same manner. We recommend that buildings must be at least two storeys high to claim this bonus.

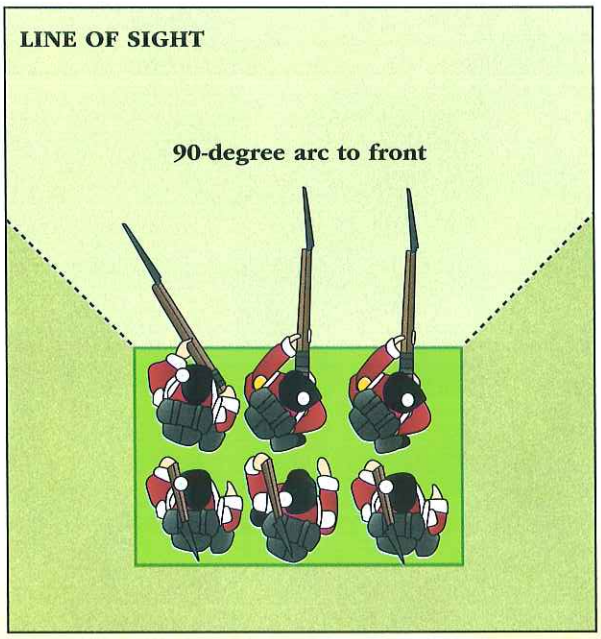
SCENERY SCALES

If you're using 25mm-28mm scenery with your 25mm-28mm figures, as illustrated by the photographs in this book, then using the principle of true line of sight will not cause any problems whatsoever. However, if you're using small-scale scenery (see the notes on ground scale on page 10), then you'll need some abstraction rather than use true line of sight. This is simply because the men in your companies will not be as tall as the models suggest (veritable giants). Remember we mentioned earlier that true ground scale can throw up problems when using 28mm figures? The recommendation, should you really want to go for it, is to classify all the terrain on the board with a 'height level – so if you count a man as 'level 2', then a low wall would be 'level 1', a single-storey house 'level 3', and so on. No-one can see past a terrain feature that is a level higher than themselves, or the one that they're occupying. Simple (kind of).

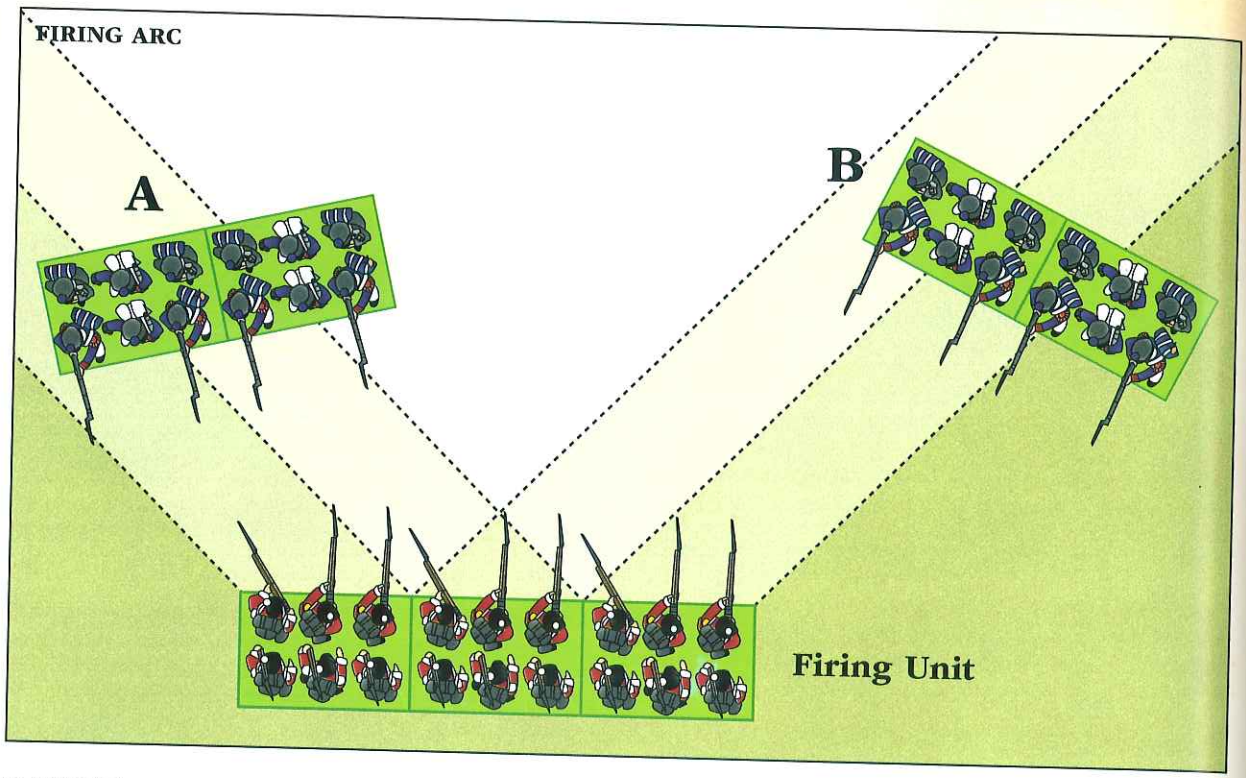
FIRING ARCS

Unless a unit is in skirmish order, in which case each company can see all around itself with impunity, they will be subject to a firing arc. The close press of men in a battalion or squadron means that each soldier will be limited in how far they can turn and shoot – it's important to set up your units carefully in the Movement phase, therefore, to maximise your firing potential.

Firing arcs are worked out on a company by company basis rather than for the unit as a whole. All shots from a unit must be fired at the same enemy unit – you can't split fire unless you're in line and using the special flank companies rule on page 35. As a result, you'll want to pick a target that most of your companies can see. All companies have a 90-degree firing arc to their front. The historians amongst you will realise that this is quite generous when compared to real life, especially for line infantry, but it is a nice abstraction that is easy to calculate, allows one rule for every type of unit in the game, and also allows a bit more of a margin for error when positioning your units in the Movement phase.



This diagram illustrates how the arcs of fire of individual companies combine to form an optimal field of fire. The firing unit would be best served firing at Target A, as all of the firing companies can draw a bead to that target (as at least one company in the target unit lies within the white highlighted area). If they were to fire at Target B instead, only two companies from the firing unit could shoot – the left end-most company cannot see the target.



RANGE

The final stage in checking to see if your unit can fire at its intended target is to see if it is in range. In *Waterloo,* every weapon is given a range, which is a value in inches (see the chart opposite for a summary of weapon ranges and other special rules). Simply measure the distance between your unit and the enemy, from closest base edge to closest base edge. Remember to check each of your companies separately, just like when checking the firing arc, as not every company in your unit may be in range. Conversely, if you can reach just one company in the target unit, then you can fire at the whole unit.

FIRING OVER HALF RANGE

The blackpowder weapons of the 18th and early 19th centuries were nowhere near as accurate as the weapons of today, and as such had difficulty when firing at targets at long range. Some weapons were, of course, more accurate than others, and this is represented in the game by having a longer range value.

The 'effective range' of any given weapon is half of or less than its range value in inches. At this range all shooting uses the normal rules. Shots fired at greater than half range, up to the weapon's maximum range, are treated as Difficult Shots (see page 45). For example, a musket has a maximum range of 18". If the target unit lies 9" or less away, it is a normal shot. If it lies more than 9" away and still within 18", it is a Difficult Shot. If it lies beyond 18", you may not fire at that target.

HOW MANY SHOTS DO I GET?

So, you've established that your unit can shoot (don't worry, it seems like a lot of rules when you first read them, but after the first couple of run-throughs it'll become intuitive), now it's time to work out how many shots you get. As you'll see in the weapons summary on page 45, each weapon type has a 'Shots Per Company' value, usually denoted by a dice type (D3 or D6). This is literally the random number of shots each company gets if it is in range of the enemy. So, for example, a musket gets D6 shots per company. If you have six companies in your unit, all armed with muskets and all eligible to fire, you roll 6D6 and add the totals together – the result is the number of shots you get at the enemy. This random number represents how many men in the press of the battalion or squadron are able to snap off an accurate shot. Remember that during the confusion of battle, soldiers could often fail to aim correctly, their weapons may misfire, or they may fire in a panic. If you roll high, it simply represents the captains taking command of their companies and reminding them of their practice drills!

WEAPONS

Before we look at how to resolve the effects of all those shots at the enemy, it's worth looking at weapon types in a little more detail. When choosing your army, you'll sometimes find that the types of weapons carried by your troops is a deciding factor in choosing them, as some weapons are better at certain battlefield roles than others. We've included a useful ranged weapons summary chart on the next page.

WEAPON SPECIAL RULES

Fire on the Move: Weapons with the Fire on the Move special rule can always shoot by spending just 1 TAC point, regardless of whether or not they moved.

Opening Volley: Muskets tend to become less effective the more they are used, and in fact are more reliable and at their most effective the first time they are fired in a battle. The first time a musket-armed battalion fires in a game, it gains an extra D3 shots – this is the same regardless of the number of companies in the unit. Put a coin or counter next to the musket-armed units at the start of the battle, and remove it when they open fire.

RANGED WEAPONS CHART

Weapon	Range	Shots per Company	Base chance to wound	Special Rules
Musket	18"	D6	5+	Opening Volley
Musketoon	18"	D3	5+	-
Rifle	24"	D3	4+	Fire on the Move
Carbine	12"	D3	5+	-
Pistol	6"	1	5+	Fire on the Move

MIXED WEAPONS WITHIN UNITS

Most units contain exactly the same weapons throughout, but there are some exceptions – for example, Hanoverian Field Battalions are musket-armed infantry, but they can include Jaeger companies armed with rifles. If a unit has a choice of weapons (such as cavalry with pistols and carbines) then it must choose which weapon it is using before firing – all of the companies in the same unit must use the same weapon.

However, some units have the option for one or more companies to be armed differently from the rest of the unit (such as Hanoverian Field Jaegers, for example, who have muskets, but may take a rifle-armed company). In these instances, simply resolve the shooting for those companies separately from the rest of the unit's shooting. All the unit's shooting must be complete before moving onto the next firing unit in your army – you cannot fire a unit's muskets and then move onto the shooting elsewhere before returning to shoot its rifles.

DAMAGE

Now you've calculated how many dice your shooting attack has, it's time to unleash a volley! This is the really fun bit, as it can involve intimidating your opponent by rolling a bucket-load of dice! Not all the shots you fire will cause a significant hit on their target. Some will miss altogether, while others cause only flesh wounds – injuries so minor that we discount them for the purposes of the game. Each dice you roll represents a variable number of shots, and you're aiming for each to cause a significant number of casualties in the enemy unit.

Roll all of your dice together, and consult the Ranged Weapons summary chart. You're looking for the 'Base Chance to Wound' value. The number shown is the number each dice needs to score in order to count as a wounding hit. Total up all of the successes and discard the failures. Each successful roll to wound causes 1 point of resilience damage. Against infantry this will be enough to place one casualty marker.

THE RULE OF 1 AND 6

Regardless of any modifiers to the roll to wound, a 1 always fails to wound, and a 6 always succeeds.

DIFFICULT SHOTS

Some shots, such as those taken as part of a Stand and Shoot charge reaction, are counted as 'Difficult Shots'. This means that the shots are at -1 on the roll to wound (so if you have a base chance to wound of 4+, you must roll a 5+ instead if the shot is Difficult). There are many situations in the game that may make a shot difficult, but the effects of a Difficult Shot are only ever counted once, and are not cumulative.

A British Colonel steadies the line as the French infantry – including a unit of fearsome Guard – bear down on the British force.

REMOVING CASUALTIES

All units in the game have a 'damage threshold', which is the number of damage markers the company can sustain before it is removed from play. The damage threshold is often equal to the number of models on the company base. This represents the fact that battalions can suffer a large number of casualties before losing fighting effectiveness – other men in the ranks simply step up to a fighting position to cover any deficiencies. Therefore we don't need to worry about removing models until the equivalent of an entire company is wiped out – that's when a battalion really starts to feel the ravages of battle.

When the number of casualty markers placed on a unit equals its damage threshold, a whole company is removed. Models with a higher Resilience characteristic must suffer a number of wounds equal to that number before a casualty marker is placed. Excess wounds that do not place a casualty marker are not carried over for subsequent shooting at the same unit. Hits may not be split between companies – the owning player must endeavour to remove whole companies before carrying excess wounds over to another.

If a battalion loses one or more of its companies during a single Shooting phase, it automatically becomes Disordered. The battalion must also take a Command check at the end of the phase – if they pass, there is no effect. If they fail, they are Routed (see page 51).

For example, a unit of French infantry (D6 shots per turn) fire at some British Life Guards (Resilience 3, Damage Threshold 2). They manage to inflict 7 wounds on the unit. This causes the cavalry to lose a company stand (the company can soak up 6 hits before being removed). The seventh wound is ignored as it is not enough to cause a casualty marker on another company in the unit. As it has lost a company stand, the entire unit becomes Disordered, and must take a Command check at the end of the Shooting phase to avoid being routed.

MIXED COMPANY TYPES WITHIN UNITS

If the target unit contains special companies, such as Grenadiers or Light Infantry, for example, these are not removed as casualties until the whole battalion numbers three companies or less. As soon as the battalion is reduced to three companies, these special companies are removed (replacing them with regular line companies if possible, carrying over any excess wounds in the process). The benefit for having the special companies is then lost. In 'real' terms, this represents the gradual thinning out of specialist companies until there are so few of those men remaining that they can no longer operate effectively. At that point, the specialists are swallowed up into the unit as a whole, plugging the gaps in the line and taking on regular duties.

Command companies are always the last to be removed, and may not have wounds allocated against them unless a special circumstance specifically calls for it (such as a Called Shot being made against the officer – see later).

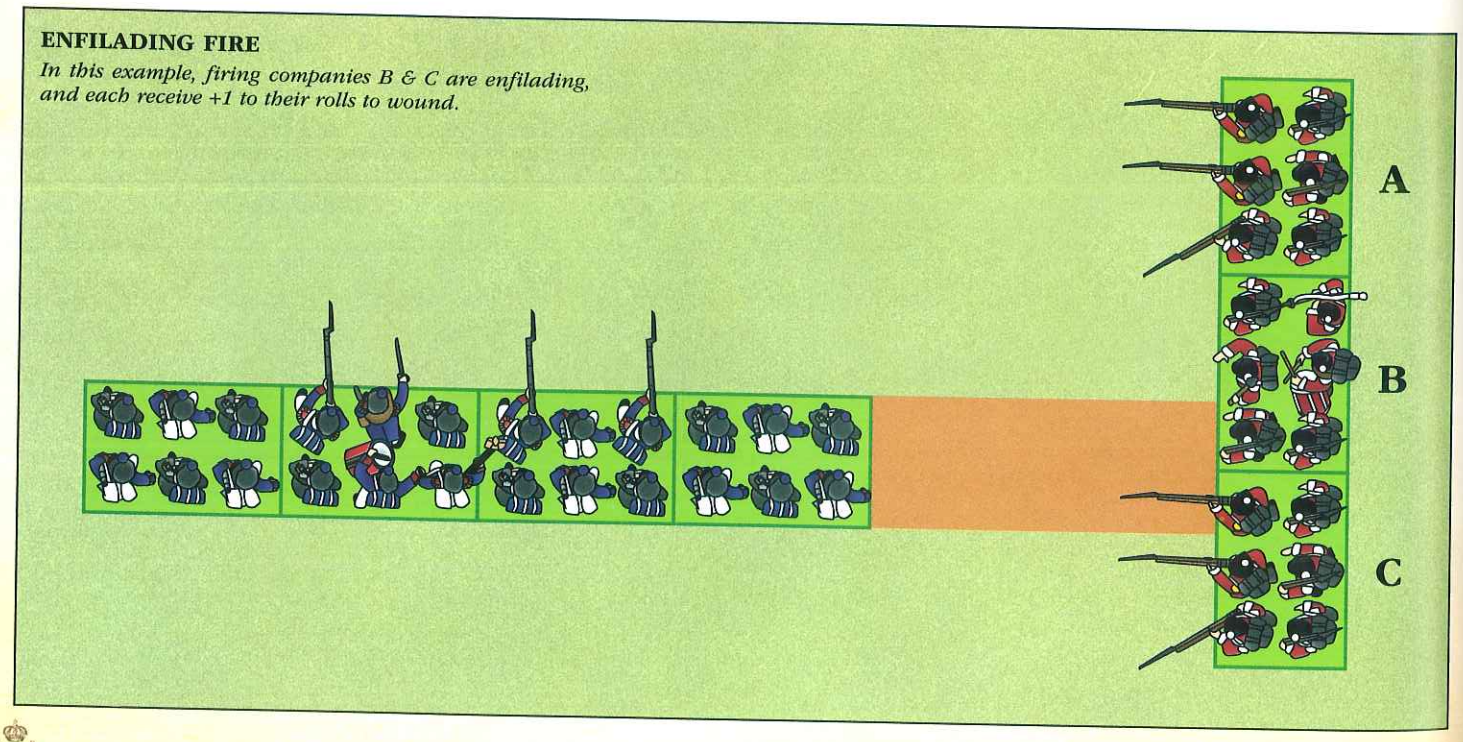
ENFILADING FIRE

In the Napoleonic era, one thing feared by units more than anything else was being caught 'in enfilade'. If a unit is shot at from its flank, so that the shots are travelling through the ranks of men, it is in enfilade, while the firers are 'enfilading'. Draw an imaginary corridor extending from the flank of the target unit, as shown in the diagram below. Note that this type of shot only works when the target formation is in line or column of attack, or is shot at head-on or from behind while in column of march. Units in square formation may not be enfiladed, as they have no flanks or rear.

Companies that are enfilading get +1 to all of their rolls to wound, to represent the increased chance of wounding an enemy when firing along the line. Roll the number of shots and wounds for enfilading companies separately.

ENFILADING FIRE

In this example, firing companies B & C are enfilading, and each receive +1 to their rolls to wound.



COVER

As discussed earlier, terrain is very important in games of *Waterloo,* and in the Shooting phase it can mean the difference between a unit being wiped out and staying in the fight.

If there is any cover in the way of shooting (i.e. the target is partially obscured by battlefield terrain), then the target unit may get cover saves to prevent any successful wounds. If only part of a unit is behind cover, you must work out which firing companies get a clear shot, and which get an obscured shot, and resolve them separately. If a target is eligible for more than one cover save, they always take the best available.

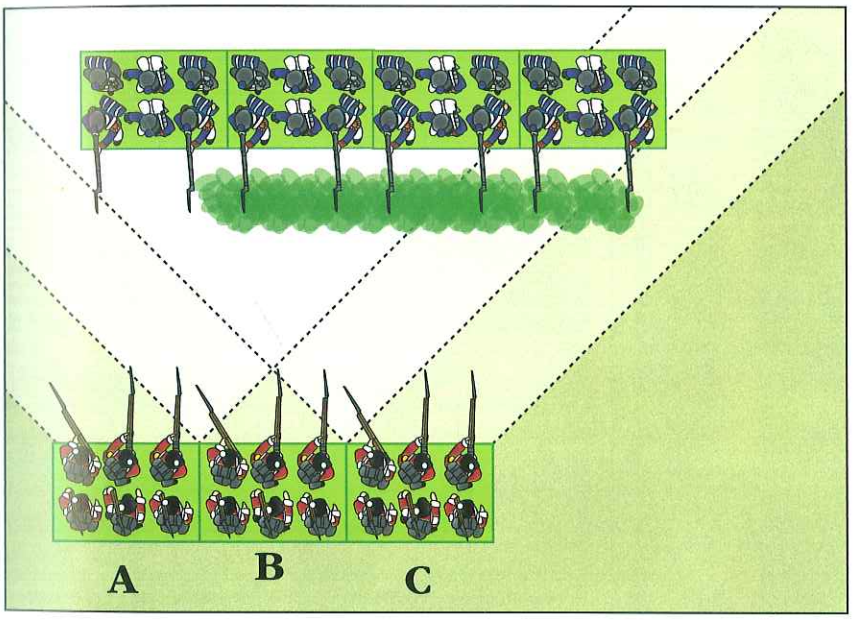
TAKING COVER SAVES

If a unit is eligible for cover saves, then these saving throws are taken before any casualties are removed or damage markers placed. For every successful wounding hit you inflict, your opponent rolls one cover saving throw. Each successful save negates one wound.

Cover saves are also conferred if the target unit occupies a defensible terrain feature – these saves are slightly different, and are summarised on page 72.

COVER SAVES

Type	Examples	Save
Light Cover	Hedgerows, picket fence, tall wheat field, etc.	6
Dense Cover	Stone wall, solid wooden fence, rocky outcrops, gabions, etc.	5+
Fortification	Fortress walls/battlements	4+



Left: In the firing unit, only company A gets a clear shot. The target unit will get cover saves against wounds inflicted by companies B and C, but not A.

Below: One of this unit's companies is partly behind a hedge, but the rest of the unit is behind a solid wall. The unit would get a cover save of 4+ as the majority of the models are in Dense Cover.

The Melee Phase

Once shooting has been resolved, it is time to deal with the brutal cut and thrust of close combat. Any units that are engaged in combat now have their chance to fight, attempting to hack down the foe with bayonet and sabre.

Napoleonic battles were traditionally won with artillery and musket fire, and if you find most of your troops committed to close combat during a battle, it's likely that your situation is desperate. Of course, if you have specialist melee troops at your disposal, such as heavy cavalry, then you can stack the odds of a melee in your favour, but otherwise it is rare for either side to come out of a combat unscathed.

For the purposes of the rules, a 'combat' is a group of two or more enemy units in base contact – one side having charged earlier in the game. Additional units may join the same fight, in which case they become part of the same 'multiple combat'. Each combat is worked out separately, using the following sequence:

THE COMBAT SEQUENCE

1. Player with initiative selects a combat.
2. Calculate strike order.
3. Work out number of attacks and damage for the unit striking first.
4. Repeat for other units in the combat, in strike order.
5. Move onto next combat.

SELECT A COMBAT

The player who won the Initiative at the start of the turn decides the order in which combats are resolved. Choose the combat and run through the combat sequence, before moving on to the next.

STRIKE ORDER

Units in melee strike blows in a specific order, often based on their troop type. The strike order reflects the tactics, fighting style and armament of the troops of the day, resulting in a sort of hierarchy of effectiveness in combat. The strike order, then, is as follows:

- Cavalry strike before infantry and artillery (except when Infantry are in square – see page 38).
- Infantry strike before artillery.

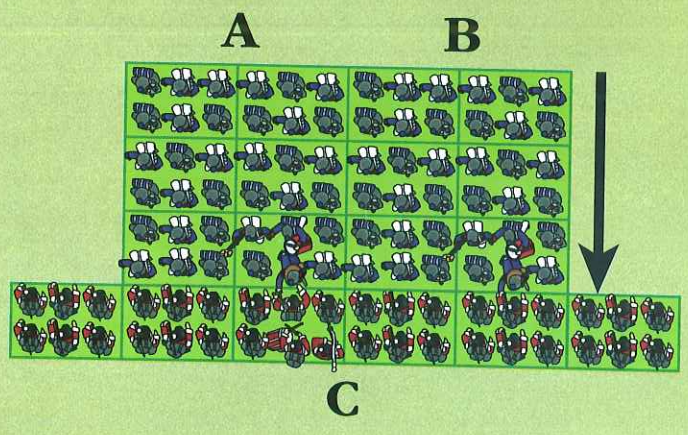
If several units are eligible to strike first, then resolve ties in the following order:

- Units that charged in this turn strike first. If several units charged this turn, making a multiple combat, then the rest of the strike order rules, see below, are used to work out which of them goes first.
- In the case of a tie, the unit with the highest Fighting Skill goes first.
- If there's still a tie, units strike simultaneously (see below).

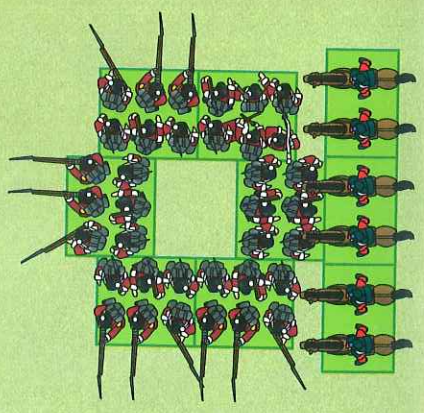
STRIKING SIMULTANEOUSLY

When units are required to strike simultaneously, this simply means that any casualties inflicted on one side do not prevent the stricken enemy from fighting back. Ordinarily, a company that is removed due to combat casualties cannot strike blows in return (as you'd expect), but simultaneous strikes make this a moot point. Players should roll their combat dice separately, in order of initiative, but neither side removes any models or places any damage counters until the other has rolled all of his dice.

EXAMPLES OF STRIKE ORDER



Unit C was already fighting unit A. Unit B charges this turn. Unit B therefore strikes first. A and C must strike at the same time because their Fighting Skill is equal.



Cavalry normally strike before infantry. However, this unit failed to break the infantry square last turn when it charged, and the infantry now strike before them!

ATTACKS AND DAMAGE

Once the order of the attacks is determined, it is time to calculate how many attacks each unit gets, and start rolling those all-important dice.

NUMBER OF ATTACKS

If a company has its entire base area (front, side or rear) in contact with one or more opposing companies, it is locked in combat. Companies that are locked get their full allocation of attack dice (Attacks) if they're attacking to the front, or half (rounding up) if they are attacking to the side or rear.

Units that charged in this turn gain +1 attack for every company that is locked in combat.

Companies that are partially in contact with an enemy give 1 Attack dice to their unit – this is called a supporting attack. Companies directly behind those that are locked in combat (a second rank), also lend one supporting attack – this second type of supporting attack does not count if the unit is being attacked from the side; the supporting attack may only be made to the company's front.

THE DAMAGE ROLL

Roll all of the attack dice, using the base chance to wound from the Melee Weapons chart (opposite), just like in the Shooting phase. Each successful roll to wound causes 1 point of resilience damage. Against infantry this will be enough to place one casualty marker, although tougher opponents such as cavalry will require more than one hit to cause a wound.

COMMAND COMPANIES IN MELEE

A company that is in base contact with an enemy command company (usually the one containing the colours and the captain, or his equivalent) may specifically target that company – this must be specified before any dice are rolled. When calculating the company's number of attacks, any scores of 6 may be traded for a single strike against the command company – this represents the difficulty of picking out a specific opponent in a whirling melee.

INDEPENDENT OFFICERS IN MELEE

On page 66 you will find rules for using independent officers in your battles. Independent officers have the option during a game to join a friendly unit, bolstering both their Command value and fighting ability to an extent. However, in melee, they are as vulnerable as any other command model. If they are locked in combat, they may be attacked in exactly the same way as a command company.

If an independent officer remains locked in combat for more than one turn, then he may use the Movement phase to change his position in the combat. He may either move from an unengaged position into a more prominent role (shuffling the other companies around to do so), or move from a precarious central position to an unengaged one – the choice is yours.

MELEE WEAPONS CHART

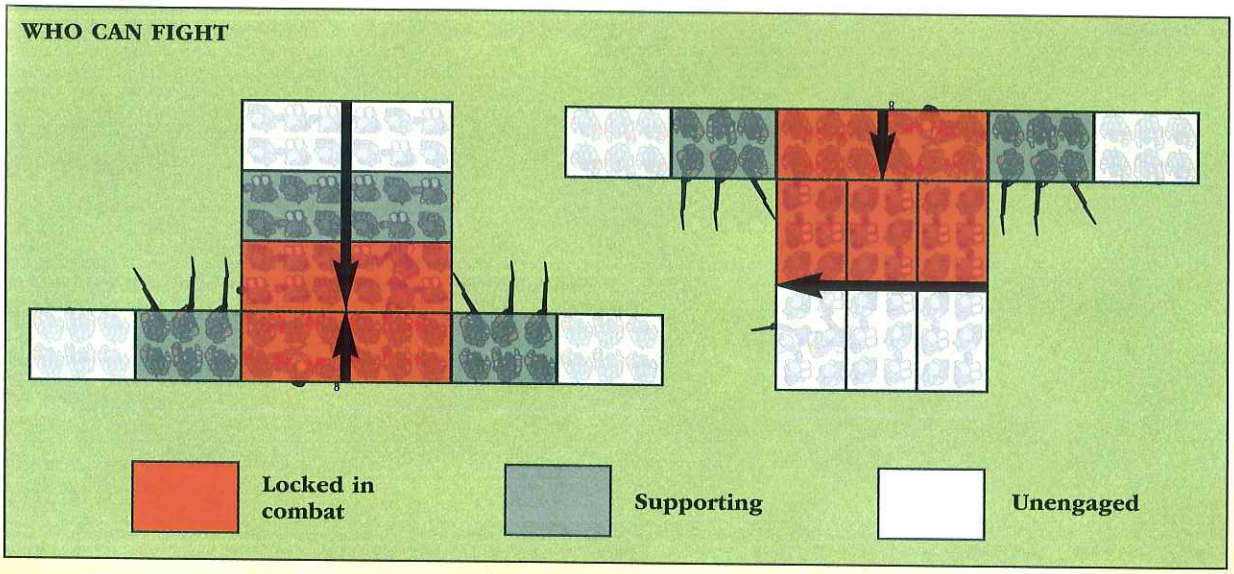
Weapon	Base chance to wound	Special Rules
Bayonet	5+	
Pike*	5+	+1 attack per company against charging cavalry.
Sabre*	4+	
Lance	5+	+2 to wound when charging infantry or artillery; +1 to wound when charging cavalry.**
Unarmed	6+	
Pistols	Special	Re-roll***

* These rules only apply when the entire company is so armed. Single models in a company armed with these weapons, such as sergeants, do not benefit from any special rules or increased chance to wound, and are just counted as a normal member of their company.

** Bonuses apply only in the turn that the unit has charged.

*** If a company is armed with pistols, it may re-roll one failed wound in each Melee phase. This is in addition to the rules for any other melee weapon the company may be using.

WHO CAN FIGHT



CASUALTY REMOVAL

In combat, damage is inflicted in much the same way as in the Shooting phase. Once enough damage has been inflicted to wipe out a whole company, you just need to work out which company is removed. Companies are removed as damage is inflicted – companies that are wiped out before they've had a chance to strike may not participate in the combat.

Wounds are always inflicted against those companies that are actually involved in the fight first of all – those that are either locked in combat or supporting. The owning player chooses exactly where to allocate wounds first, but must endeavour to remove whole companies at a time. As with shooting attacks, once all the units on one side of a combat have struck their blows, any attacks that were insufficient to cause a wound marker to be placed are ignored completely.

Once the companies that are fighting are destroyed, move onto the remainder in the unit. If enough damage is inflicted, it is quite possible to move on to companies that weren't in base contact with an enemy. The exception to the rule is command companies. These are always the last to be removed – when you come to allocate the last wound to the command company, move on to another company in the unit if possible, even ones that are not directly involved in the combat. This means that command companies can always fight if they are locked in combat, unless the entire unit is wiped out. It sometimes also means that it's harder to break down those last couple of companies, as the command company can effectively soak up extra damage.

Throughout the combat, keep a note of how many wound counters have been allocated to the enemy (including those allocated against companies that were wiped out). This will be important when we come to work out the winner of the combat.

COMBAT RESULTS

Once both sides have fought and casualties have been removed, it is time to work out who has won the combat. This isn't always as obvious as one might think – while casualties go a long way to determining the victor, other elements (such as the number of men in a unit, defended positions and good command) also come into play.

Once everyone in a combat has fought, total up the number of wounds caused by each side (the actual wound counters placed), plus any relevant combat modifiers (see below). The side with the highest total score is the winning side.

Every battalion on the losing side must take a Command check. This check may well incur some modifiers, as detailed on page 54. If the Command check is failed, the unit becomes Disordered. If it was already Disordered, it will Rout.

MODIFIERS TO COMBAT RESULT

Attacking in the flank	+2
Attacking in the rear	+3
On higher ground*	+1
Unit is Infantry in square	+1
General is within 12"	+1
Won previous combat against same opponent	+1
Outnumber foe by 2:1 or more**	+1

* Occupying the crest or a higher level of a hill, defending a fortification from escalation, etc.

** The total number of companies at the end of the combat is used to calculate whether the outnumbering bonus applies.

One of the French columns has managed to charge the British line. The British battalion will hope to repel the attackers this turn, otherwise they will face a tough multiple combat next turn when the other French units charge in support!

ROUT AND PURSUIT
A Routing battalion must flee directly away from the largest battalion on the winning side. Roll the unit's flee distance as detailed in the Movement phase. Measure the distance rolled from the rearmost edge of the unit, and move all of the remaining companies to that point, in a loose formation (like a skirmish formation), facing directly away from the enemy.

The winning unit(s) can usually choose to hold or pursue, unless some special rule dictates otherwise. If a unit holds, it simply stays in place, choosing to consolidate its position after a hard-fought victory. If it pursues, roll the unit's flee/pursuit distance. If the total scored is equal to or higher than the loser's flee distance, the fleeing unit is wiped out and the victor has captured their colours! This is the only way that colours can be captured, and it can be quite important in some scenarios, so make a note of any captured standards you may have.

If neither side flees, simply tidy up the units but keep them locked in combat – combat then resumes in the next Melee phase.

MULTIPLE COMBATS

While the rules for working out combats are written with one-on-one fights in mind, in most cases it is straightforward to apply them to multiple combats. A multiple combat is simply a fight between three or more units, and because this invariably means that units will be engaged from several sides at once, or because more than one unit has charged in the same turn, sometimes it can be unclear exactly how to work out the results.

The most important thing to remember in a multiple combat is that all units from the same army are on the same side. It sounds obvious, but the combat rules often refer to the 'sides' in a fight. Things like striking order take care of themselves, as the rules are quite strict, so the thing that might cause confusion is the combat result and the resulting flight and pursuit.

Combat Results
In a multiple combat, take each unit in turn and total up their combat score, then add up all of the combat scores from units on the same side to get the score for the whole side. Sometimes you'll find that a unit gets a bonus for charging an enemy in the flank or rear, whilst being engaged in the flank or rear itself by another enemy. Imagine the confusing swirl of melee rather than the ordered ranks posed by the neatly arranged model soldiers and this all makes perfect sense.

Compare the total scores of the two sides to get the overall result. All of the units on the losing side must take a Command check to avoid becoming Disordered or being Routed.

ROUT AND PURSUIT
In a multiple fight, it's possible that one or more units will flee from the enemy. It is a fairly common occurrence that a unit will flee while its fellows hold firm – this can sometimes throw up a situation where the victors are unable to pursue the fleeing enemy because they are still engaged. The general rule for this situation is that a victorious unit may only choose to pursue a fleeing enemy if it finds itself unengaged at the end of the fight.

In addition, if several enemies flee from combat, each unit that is eligible to pursue must choose just a single enemy to chase after. Even if the pursuers roll higher than every fleeing unit for the distance they move, they will still only catch the unit they chose to pursue.

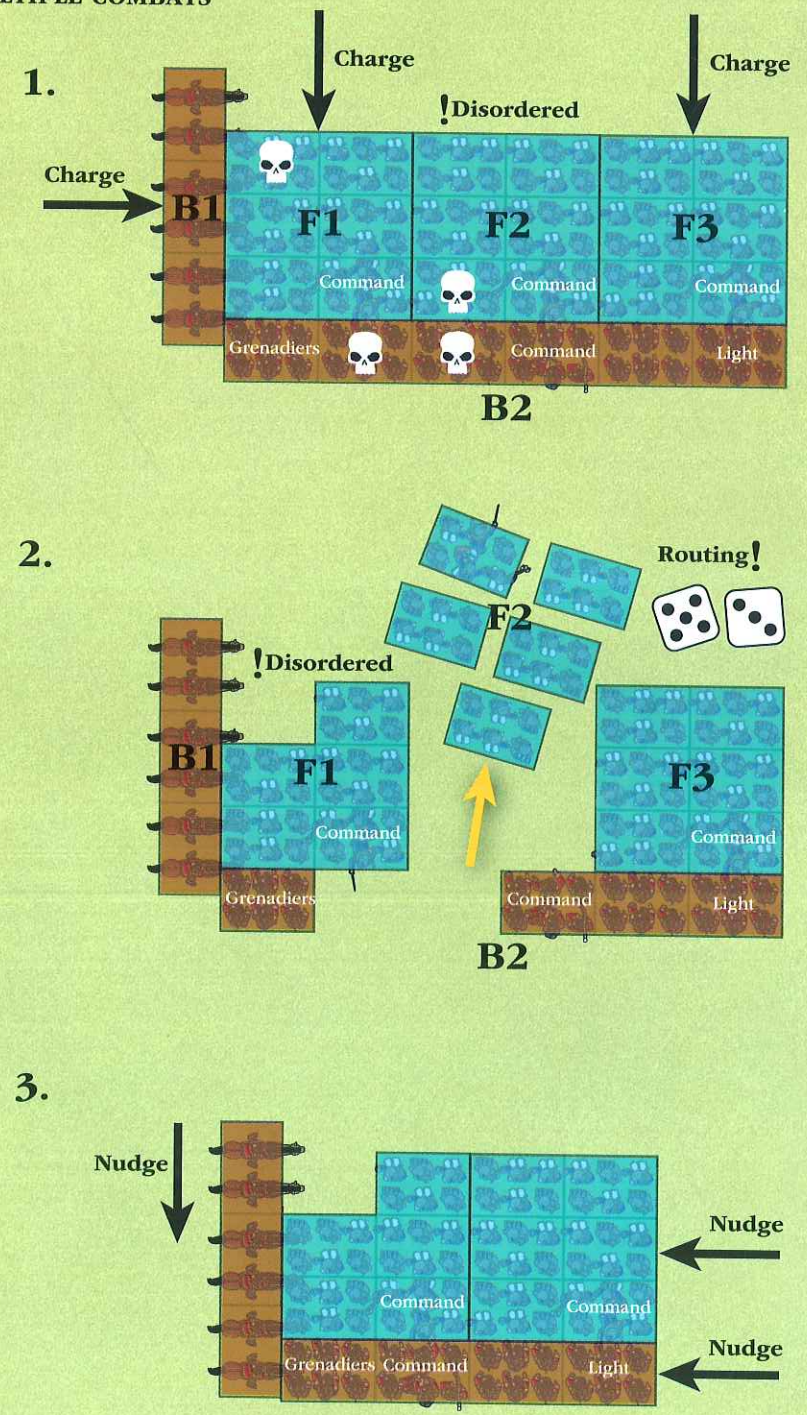
The Life Guards charge the Imperial Guard at Waterloo (Anne S. K. Brown Military Collection, Brown University Library).

If a unit is being engaged from multiple sides, or several units are fleeing from several enemies, it is not always clear which direction to flee in. In such situations a unit will always flee from the largest enemy unit (the one with the most companies in it). If there is no unit clearly larger than another, then it will flee from the one that caused the most damage (actually placed the most wound counters on the foe) in the combat. If there is still no clear winner, the player in charge of the fleeing units simply chooses the direction in which to flee, as long as it is not towards an enemy.

SURROUNDED!

Sometimes a unit will find itself engaged on all sides by enemies. If a surrounded unit flees at the end of the combat (a fairly likely occurrence given the circumstances), then it will be caught and wiped out automatically – there's nowhere to go! The opponent chooses which of his units captures the stricken enemy's colours, and all of his units are considered to have held their ground at the end of the fight. As there is no direction of pursuit, the victorious units may not take advantage of the Overrun rules (below) even if they want to.

MULTIPLE COMBATS



In this example, unit B2 (British Line Infantry) was already in combat with unit F2 (French Line). Though neither side lost any companies last turn, the British unit won and the French unit failed its Command check and begins this Melee phase Disordered.

***1.** The French player has the initiative and charges units F1 and F3 into combat with the same British unit. The British player then counter-charges in his Movement phase by charging his Dragoons (B1) into combat with the French unit F1.*

In the Melee phase, the Dragoons strike first (charging cavalry trump charging infantry), and inflict a whopping 7 wounds on unit F1, wiping out a company with 1 wound carrying over. Unit F1 goes next, causing 1 wound on the Dragoons in return, and 4 wounds on the British infantry – they would have done better, but because they're engaged in the flank they lost their supporting attacks. Unit F3 also charged, and inlicts 5 wounds on the British infantry. As unit F2 is Disordered, the British infantry go next, causing 8 wounds in total (none on F1, 6 on F2 and 2 on F3). Finally, French unit F2 causes 4 wounds, wiping out another company with some wounds carried over.

***2.** The combat result is now totalled up. The British side caused 15 results in total, while the French caused 14 wounds. The British have a flank attack (+2). However, the French now outnumber the British by 2:1, and gain +1 to their result – but the British still win 17-15.*

The French units all take Command checks. F1 is unlucky to fail, and becomes Disordered. F2, already Disordered and thus suffering a penalty to its check, also fails. This time the losses are too much and the unit routs – it rolls 2D6 and scores 8, so it flees 8" directly away from the largest enemy unit (B2). The final French unit (F3) passes its checks and holds. As both British units are engaged, neither can pursue unit F2, and so the French colours are retained.

***3.** There are now some ugly holes in the remaining combat. All of the units are nudged a roughly equal amount until they are back in their original formations and have as many companies as possible locked in combat, ready for the next turn.*

OVERUNNING THE ENEMY

When a unit pursues and catches a fleeing enemy, there is a chance that it will run so far that it will contact another enemy unit. When this happens, the pursuit move becomes an 'overrun'. Work out whether or not a pursuit will become an overrun before moving any models.

An overrunning unit is subject to the same rules as a charging unit, and counts as having charged in the very next Melee phase. However, by this stage the pursuing unit may be suffering from fatigue – place an Overrun counter next to the unit. When it is their turn to fight next, take a Command check. If they pass, they may fight as normal (remove the counter). If they fail, they are 'blown' (replace the counter with a Blown counter), and the unit's base number of attacks is halved – rounding fractions up – for the duration of the combat.

The unit receiving the overrun may only choose to hold or flee (some units will be obliged to flee, depending on who is charging them, or their special rules). The attack is so unexpected that they don't have time to consider any other charge response.

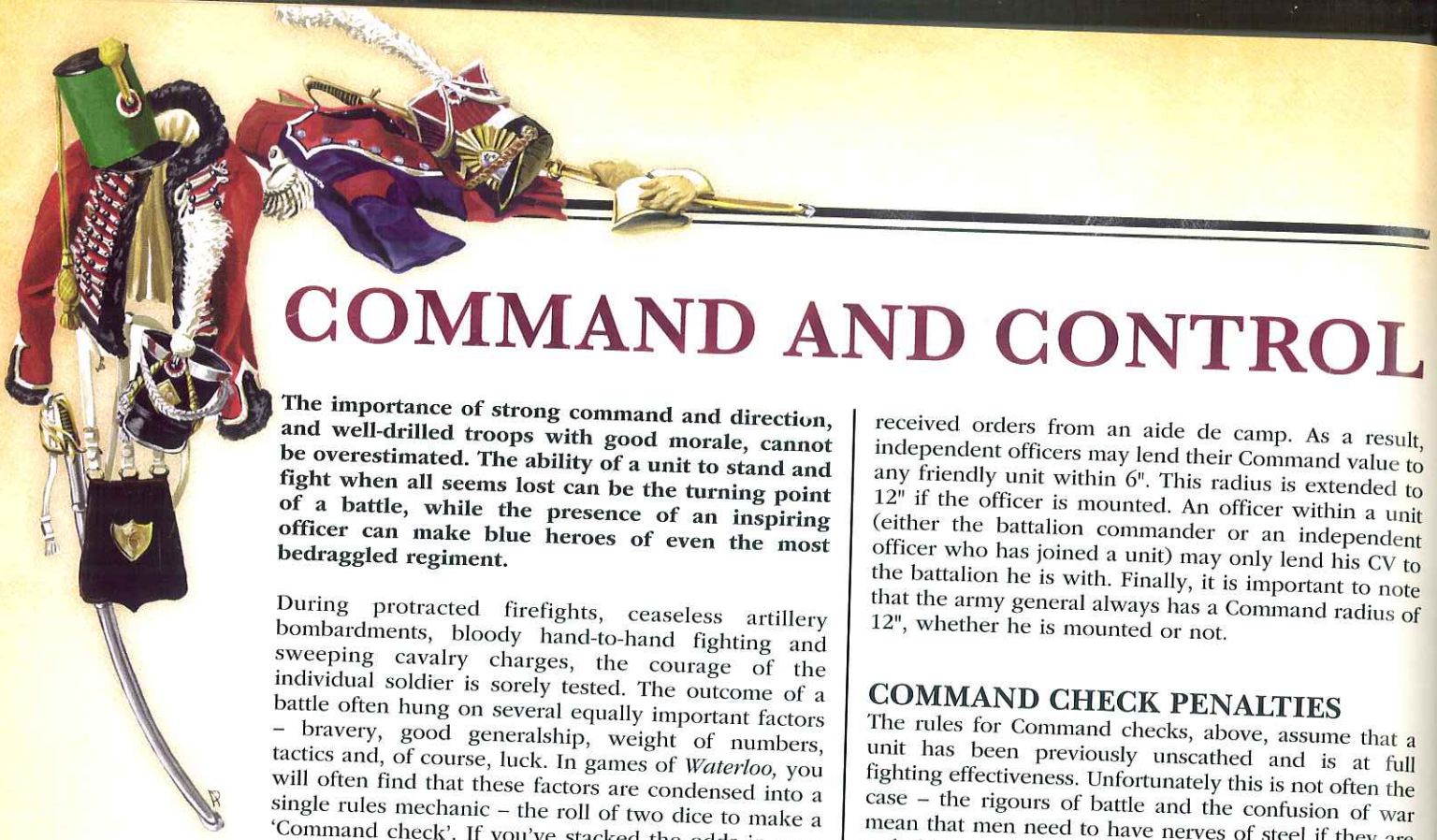
If the unit elects to flee, but the overrun move is still enough to catch them, then they are wiped out. Their colours are not captured, but are instead lost in the confusion. If the fleeing unit escapes, it starts the next turn Routed (see the Command & Control section on page 54).

END OF THE TURN

If you haven't already done so, tidy up the ranks of any units that have taken damage, maintaining the current formation of each. So if a formation has gaps in it due to unusual combats, for example, close them up, being sure to cause the least disruption possible to the positions of the troops. Once that's done, you're ready to start the next turn.

With the basics of the game now covered, the sections of the rules that follow deal with some important concepts, such as Command checks, and special rules for the various unit types in the game (including, of course, a look at how artillery works), as well as some more unusual situations such as defending buildings and fortifications.

With the French now drawing near en masse, the British force has no choice but to prepare for melee.



COMMAND AND CONTROL

The importance of strong command and direction, and well-drilled troops with good morale, cannot be overestimated. The ability of a unit to stand and fight when all seems lost can be the turning point of a battle, while the presence of an inspiring officer can make blue heroes of even the most bedraggled regiment.

During protracted firefights, ceaseless artillery bombardments, bloody hand-to-hand fighting and sweeping cavalry charges, the courage of the individual soldier is sorely tested. The outcome of a battle often hung on several equally important factors – bravery, good generalship, weight of numbers, tactics and, of course, luck. In games of *Waterloo,* you will often find that these factors are condensed into a single rules mechanic – the roll of two dice to make a 'Command check'. If you've stacked the odds in your favour with good troops, masterful tactics and the close proximity of your officers, then Lady Luck will have to be a cruel mistress indeed to take your moment of glory from you. Conversely, if things really aren't going your way, then you may have to pray for the fickle finger of fate to keep you in the game.

COMMAND CHECKS

When you are called upon to take a Command check, simply roll 2D6 and add the total score to the unit's Command Value (or the highest value in the unit if there are several to choose from). Some circumstances call for a modifier to this score (see a list of modifiers, later). A score of 10 or more is a success. A failed Command check will usually result either in the unit becoming Disordered or fleeing, depending on the situation.

USING TAC POINTS

Units may spend an unused TAC point to add +1 to their Command value for a single check. They may boost the Command value by as many points as they have TAC points remaining, but the effect lasts only for a single roll. The use of TAC points in this manner must be declared before any dice are rolled.

PROXIMITY TO OFFICERS

In many situations, having a senior officer nearby has a steadying factor on the common soldier. If not that, then units often perform more reliably if they are within shouting distance of a sergeant or have recently received orders from an aide de camp. As a result, independent officers may lend their Command value to any friendly unit within 6". This radius is extended to 12" if the officer is mounted. An officer within a unit (either the battalion commander or an independent officer who has joined a unit) may only lend his CV to the battalion he is with. Finally, it is important to note that the army general always has a Command radius of 12", whether he is mounted or not.

COMMAND CHECK PENALTIES

The rules for Command checks, above, assume that a unit has been previously unscathed and is at full fighting effectiveness. Unfortunately this is not often the case – the rigours of battle and the confusion of war mean that men need to have nerves of steel if they are to hold in the face of extreme odds. To this end, there are some circumstances in which a unit's Command Value (or that of its nearest officer) must incur a penalty, making it increasingly difficult to pass the Command check. The modifiers to a unit's CV are listed here:

Situation	CV Modifier
Below half strength. The unit has less than half its original number of companies remaining. If the unit began with only one company, then it never counts this penalty.	-1
Last company remaining. The unit has just one company left. If the unit began with only one company, then it never counts this penalty.	-1*
Lost the Colours. The unit has had its colours captured earlier in the battle.	-2
Disordered. If a unit is already Disordered, any Command checks are at an additional -1 CV.	-1
Outnumbered in combat by 2:1 or more. As described in the Melee phase section, outnumbering is calculated by totalling up the number of companies on each side of the combat.	-1
Infantry in line charged by cavalry. Infantry are prone to waver more readily if they are not prepared for a cavalry charge.	-1
Cavalry wishing to charge square. Unless armed with lances, all cavalrymen will naturally resist any order to charge a well-formed square.	-2

* Cumulative with 'below half strength' penalty.

DISORDERED

During a battle, a unit may find itself pummelled from all sides or isolated from the chain of command. When the situation gets dire, the officers must restore order or risk the unit wavering in the face of the enemy. When a unit loses heart and wavers, it becomes Disordered.

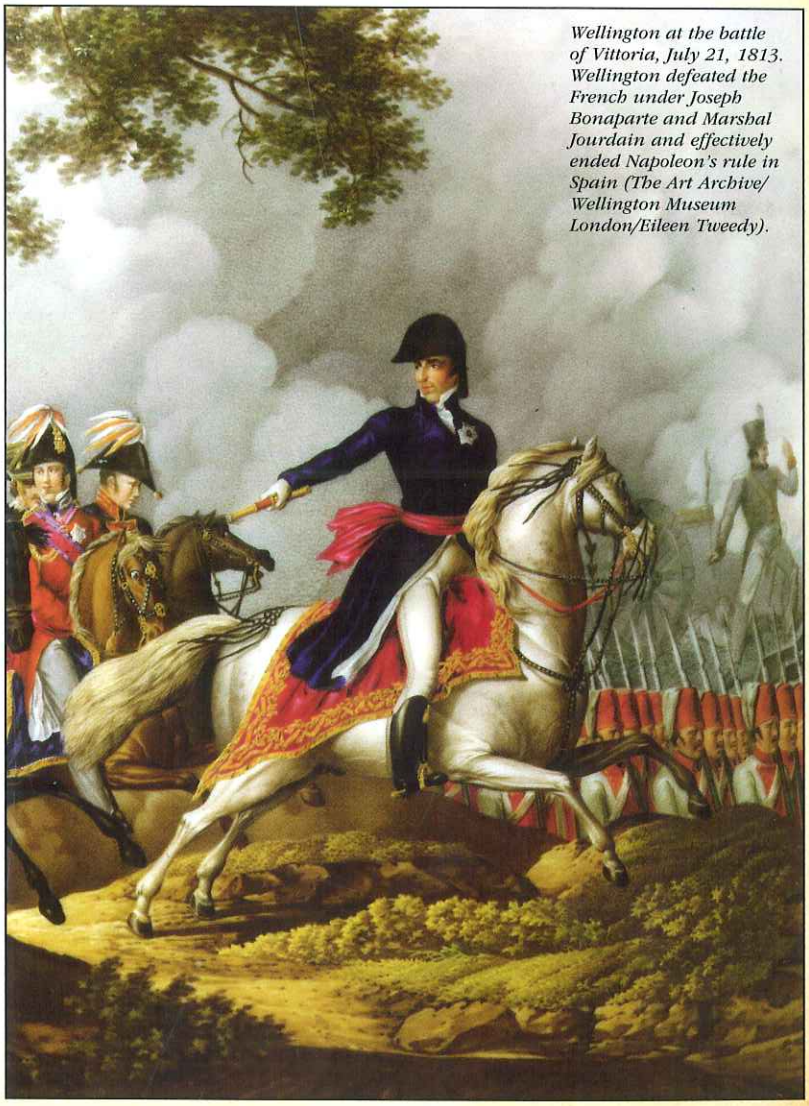
There are several ways that a unit can become Disordered during a battle. Most commonly, a unit becomes Disordered when it loses a whole company (one stand) in the Shooting phase or Artillery phase, or if it loses a fight and subsequently fails a Command check in the Melee phase.

As soon as a unit becomes Disordered, it immediately loses all of its remaining TAC points, and may not act (move or shoot, for example) other than to defend itself in close combat. The unit will strike last in melee, effectively reducing its Fighting Skill value to 0.

If charged while Disordered, a unit must take a Command check. If this test is passed, the unit can choose to either hold or flee (discipline is too lax at this stage to stand and shoot). If the test is failed, the unit must flee, and its status is automatically changed to Routing. A Disordered formation must also rout if it loses another whole company in a Shooting phase.

If a Disordered unit manages to win a combat, it immediately regains its composure and is no longer Disordered. However, it may not pursue the defeated enemy, and does not regain its TAC points until the start of the next turn.

A Disordered unit must pass a Command check at the start of their next turn to see if they rally. If the test is passed, the unit gains its full quota of TAC points for the turn and may act normally from that point on. Disordered units engaged in combat may not attempt to rally, and must instead fight on in the Melee phase.



Wellington at the battle of Vittoria, July 21, 1813. Wellington defeated the French under Joseph Bonaparte and Marshal Jourdain and effectively ended Napoleon's rule in Spain (The Art Archive/ Wellington Museum London/Eileen Tweedy).

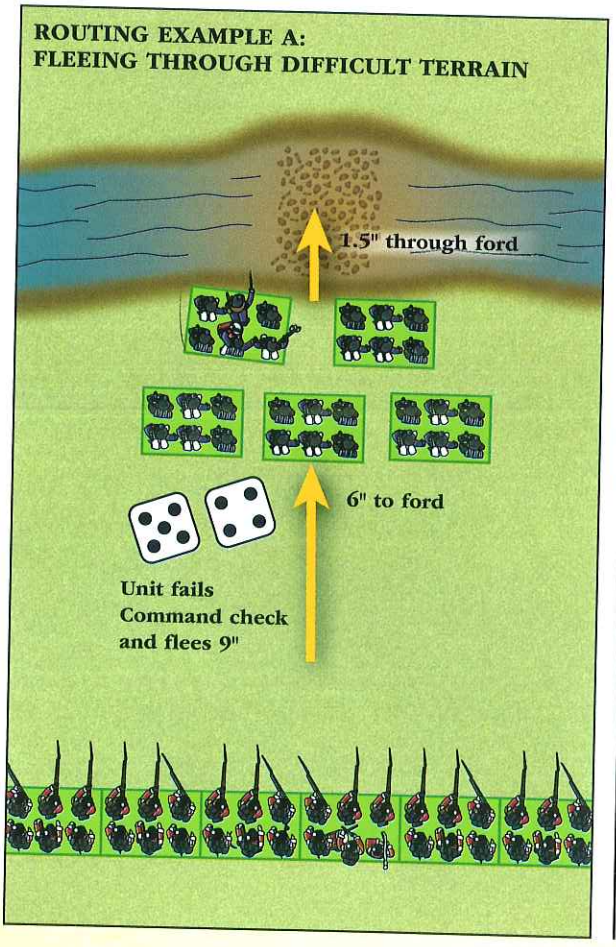
ROUTED

A unit that is Disordered is only a small step away from breaking and fleeing in the face of the enemy. If order is not restored by the army's officers, then the unit may well Rout.

A unit that is Routed for any reason must automatically flee directly away from the source of its panic (i.e. if an artillery battery inflicts enough casualties on the unit to Rout it, then the unit should be turned directly away from that battery before fleeing in a dead straight line away from it). Place a Routing counter next to the unit. Routed battalions are arranged in a rough skirmish-type order, facing away from the enemy. All the rules for terrain affect fleeing movement – so if a unit flees through Difficult terrain, for example, it must roll its flee distance and then halve whatever portion is travelled through the Difficult terrain feature. Fleeing troops contacting impassable terrain will attempt to move around it by the shortest possible route.

Routed troops have no TAC points, just as if they were Disordered, and may do nothing else in a turn except to flee.

Routing units must take a Command check at the start of their next turn to see if they rally. If the test is passed, the unit stops fleeing and becomes Disordered instead. If the test is failed, the unit flees again. If there is an enemy unit within 6", they will turn and flee directly away from the closest enemy. Otherwise, they will flee directly towards the nearest table edge by the shortest possible route.



Fleeing troops may never pass within 1" of an enemy unit. If there is no other way to go, they will simply stop running and test again to rally next turn if they survive. If they contact a friendly unit they run through them and end up on the other side. Move the unit as though the friendly formation was not there. If the fleeing unit's movement is not enough to take it completely clear of the friendly unit, it will still flee through them – simply place the Routed unit 1" clear of the friendly formation. The friendly unit does not come through this encounter completely unaffected, however – see the Panic rules that follow.

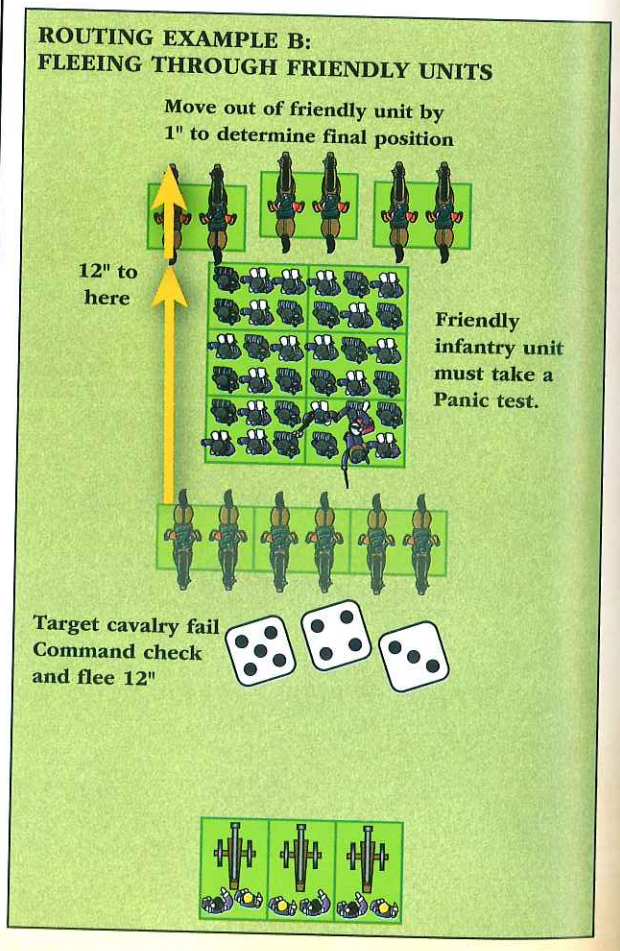
PANIC

Being shot at or hacked at in combat are not the only reasons for a unit to lose heart. Seeing one's friends battered and bloodied, and watching trusted comrades turn tail and flee is often enough to send a ripple of panic through an army, causing nearby units to waver.

A unit must test for Panic as soon as either of the following criteria is met:

- A routed friendly unit flees through them.
- A friendly unit within 6" is wiped out.

Take a Command check. If the test is passed, there is no effect and the unit continues to fight as normal. If the test is failed, the unit becomes Disordered. However, if the unit has no unit commander (perhaps because he has been killed in combat), it Routs instead, fleeing directly away from the nearest enemy unit.



UNITS AND OFFICERS

The key to victory in the Napoleonic Wars was striking a fine balance between each of the main types of unit: Infantry, Cavalry and Artillery. All acted differently on the battlefield, and all were a vital part of any battle plan.

In *Waterloo,* each of these three types of unit has its own special rules, and is also divided up into several sub-classes. For example, infantry can be line or light infantry, cavalry can be light or heavy, and artillery can be one of several types of gun, each with its own specialities and effects. Amidst all of this variety – and holding it all together – is a fourth unit type, officers, both the steadying hand of individual units and the master tacticians who watch over the battle from afar. This section, then, compiles all of the common rules for units and officers.

In most cases it'll be fairly obvious which unit type category a model falls into, but as unit type is essentially an extension of the characteristic profile, you'll find that information in the Army Lists section, beginning on page 107.

DAMAGE THRESHOLD

As described earlier, a unit's Damage Threshold is the number of wound markers it can sustain before one of its companies is removed from play. For convenience, the Damage Threshold for each unit type is listed here.

INFANTRY

Infantry units comprise men on foot, and form the backbone of most Napoleonic armies. They are flexible units and represent the only practical method of taking and holding key battlefield objectives, from walled fields to huge fortresses. In games of *Waterloo* they are fielded in battalions – a fighting formation comprising a variable number of companies. The main game rules are, in most cases, written from the point of view of infantry, and as such you'll find that infantry have the fewest exceptions to the core rules than the other unit types in the game.

Infantry may be versatile, but they struggle against cavalry due to the extra manoeuvrability and strength of mounted troops. As a result, infantry may not charge cavalry without first passing a Command check.

LINE INFANTRY BATTALION

Line infantry is the 'standard' unit type in games of *Waterloo,* with no special rules. However, most battalions have the option of taking flank companies in their number (usually Light or Grenadier companies), purchased as 'upgrades' from the army list, which confer special rules upon the unit as described on pages 68-70).

Damage Threshold: 6

LIGHT INFANTRY BATTALIONS

Most Napoleonic forces employed some form of light infantry battalions – entire units of troops who were well trained in skirmishing tactics, scouting techniques and, sometimes, advanced marksmanship. The British, for example, employed both standard light infantry battalions and elite riflemen battalions; the latter were fewer in numbers but well armed, and every man was a crack shot.

Light infantry battalions should not be confused with light infantry flank companies, which were discussed earlier. Regardless of their particular armament and battlefield prowess, all light infantry battalions have the following special rule in common:

Skirmishers: Light infantry may adopt the Skirmish Order formation in addition to the usual infantry formations (see the Movement phase rules).

Damage Threshold: 4

The 33rd Regiment of Foot in column of march.

CAVALRY

Cavalry units are, obviously, those formations made up of horsemen. Heavy Cavalry specialise in performing devastating charges, using the momentum of mount and rider to smash enemy formations apart, whilst Light Cavalry perform more of a scouting and harrying role.

GENERAL CAVALRY RULES

Regardless of what type they are, heavy or light, all cavalry units are subject to the following rules:

Melee Specialists: Due to their vantage point and the specialist combat training afforded the typical cavalryman, cavalry squadrons strike before infantry and artillery in combat, unless the infantry are in square, in which case strikes are always determined in order of Fighting Skill.

Refused Charges: There are times when a cavalryman knows that a heroic charge is pure folly, and even if he wanted to try it, his mount would shy away from the danger. In battle, this most commonly occurs when a cavalry squadron is confronted by a unit of infantry in square formation. As a result, cavalry cannot charge infantry in square unless they first pass a Command check. Unless the squadron is armed with lances, this check is made at -2 Command value (see page 54).

Formidable: Such is the imposing sight of a cavalryman on the battlefield that some lightly armed units would not dream of engaging with them in melee. Artillery units must flee as a charge reaction when charged by cavalry, and automatically count as routing. If the artillery unit is in a defensible position, they may choose to hold rather than flee, but automatically becomes Disordered.

A unit of British Life Guards in line. Note that the models are based individually – in this example, two models are counted as a single company.

Cavalry Charge: No other units on the Napoleonic battlefield could charge with the force of heavy cavalry – the impetus and weight of the steed added to the skill at arms of the cavalryman. Cavalry companies gain an extra supporting attack in the turn they charge (so they gain +2 attacks when supporting, rather than +1), unless the squadron has declared a walking charge (see the heavy cavalry rules, below). This bonus is lost against infantry in square.

Opportunity Charge: One of the benefits of the cavalry squadron is its mobility. When combined with the vantage point of the saddle, opportunistic cavalrymen can spot an exposed flank before the enemy even realises the danger they are in. If a friendly unit within the cavalry squadron's charge arc is charged by an enemy, then the cavalry squadron may spend a TAC point to mount a charge of opportunity on the enemy. Declare the opportunity charge first, wait until the enemy unit's original charge has been resolved, and then check that the unit is an eligible target and is in range. From this point on, it counts as a regular charge.

Damage Threshold: 2

HEAVY CAVALRY SQUADRONS

In addition to the cavalry special rules above, heavy cavalry squadrons have some additional rules. Heavy cavalry were so called because they used heavy horses, carrying men who were trained in shock tactics and sabre fighting. This combination of strong, skilful men and a mountain of horse-flesh was incredibly effective, but if the horsemen found themselves out of position they were susceptible to enemy counter charges.

Charge Impetus: Nothing hits harder than a heavy horse carrying its sword-wielding rider. Heavy cavalry companies locked in combat receive +2 attacks in the turn they charge instead of the usual +1, except against infantry in square.

Break the Line: Heavy cavalry rely on shock tactics – a decisive charge to force the enemy to break. If heavy cavalry defeat a unit in combat, then the defeated enemy will always rout if it fails its command check, rather than become Disordered. Enemy heavy cavalry units and infantry in square are immune to this effect.

French army crossing the Sierra de Guadarrama, December 1808, by Nicolas Antoine Taunay (The Art Archive/Gianni Dagli Orti).

Walking Charge: Heavy cavalry units may declare a walking charge instead of a regular charge. This declaration must be made before measuring the charge distance. The squadron may only charge 6" instead of 12", and does not gain the bonus supporting attacks normally afforded cavalry. However, this form of charging is much more intimidating to enemy infantry, who are unnerved by the sight of the heavy horse calmly marching towards them, sabres twirling. Infantry and artillery units charged in this way are at -1 to their Command value from the moment the charge is found to be in range, to the end of the turn.

LIGHT CAVALRY SQUADRONS

Light cavalry units do not have the sheer force of heavy cavalry, and their battlefield role is, accordingly, different from their heavier, more aggressive cousins.

Skirmish: The main advantage of light cavalry units is that they may adopt a Skirmish formation, as described on page 39. This rule is in addition to the general rules for cavalry described earlier. However, units in skirmish order are not renowned for their combat effectiveness, and so skirmishing light cavalry do not gain the Cavalry Charge special rule.

> "Without cavalry, battles are without result."
>
> *- Napoleon*

ARTILLERY

One of the most terrifying images of a Napoleonic battle is that of artillery fire ripping through tightly-packed ranks of men. Given the devastating effect that artillery had on Napoleonic troops, it is a wonder that so many men stood and braved the average bombardment – a true testament to the bravery of the common soldier. There were several types of artillery available to Napoleonic armies, as well as a selection of ammunition types. Regardless of type, all artillery units use the following rules:

GENERAL ARTILLERY RULES

Non-combatants: The crew of artillery batteries were not as proficient in combat as the regular infantryman, nor were they as numerous or well armed. As a result, artillery batteries may never charge into melee. Finally, as described in the Cavalry section above, artillery units must flee as a charge reaction when charged by cavalry, and automatically count as routing. If the artillery unit is in a defensible position, they may choose to hold rather than flee, but automatically becomes Disordered.

Entrenched: When fired upon by enemy troops, artillery batteries gain a +1 modifier to their cover saves, and gain a cover save of 6+ even when in the open, to represent their dug-in positions and the protection offered by their guns. In addition, when fired upon by enemy artillery, roll a D6 for each successful hit; on a 1 or 2, the shot is resolved against the guns (hard targets), while on a 3+ it is resolved against the crew (soft targets).

British foot artillery firing their 9lb cannon.

Targeting independent officers: There may be times when players wish to snipe at unprotected enemy officers with their artillery, and it is certainly possible to do so. However, picking out independent officers on a large battlefield is very difficult. To represent this, the number of hits inflicted on independent officers by artillery fire is halved, rounding fractions down, to represent the decreased chance of hitting a lone figure or small group on the battlefield.

Damage Threshold: 4

FOOT ARTILLERY RULES

Batteries of foot artillery were intended to support the rest of the army from fixed positions on a battlefield. The guns were still drawn onto the field by horses, but the men marched on foot, and the batteries often accompanied infantry brigades.

A foot artillery battery is represented in the game by a single, large company base, which includes the artillery piece plus four crew models. One shot is allowed for each artillery base in the battery. If the battery includes different types of artillery pieces, these are represented by a single model of the appropriate type. So, for example, when choosing a British Foot Artillery battery, you can choose up to three 9lb (medium) cannons, and one of these can be swapped out for a Howitzer.

In addition to the rules given above, foot artillery batteries have the following rules:

Hefty: Foot artillery can be moved in the Movement phase up to 4". However, batteries moving on foot may only move through open terrain – this represents the difficulty of dragging a heavy gun around the battlefield! To turn, artillery must wheel in the same way as other units.

Limbers: As an alternative method of manoeuvre, foot artillery can be limbered to a team of horses, allowing them to move more quickly. Limbered artillery may not fire. Limbering counts as a full move, although unlimbering does not – therefore an artillery battery can be limbered in one Movement phase, and both move and unlimber in the next.

Spike the Guns!: When a foot artillery battery flees or routs, the crew spike the guns and then flee on foot. The artillery pieces are rendered useless for the rest of the game (remove the models from play), while the crew are replaced by a single company of light infantry, with no weapons.

Gunnery Officers: If the battery includes a commander, he can either be based with one of the gun crew or separately, in which case he is positioned behind one of the batteries as shown.

HORSE ARTILLERY RULES

Unlike foot artillery, batteries of horse artillery were not expected to stay in the same battlefield position for long, and so the limber teams were kept close at hand during the battle. All of the guns, wagons, gunners and officers were mounted, allowing the battery to pack up and move at a moment's notice. The Russians were the first to use horse artillery, and called it 'flying artillery' due to its great manoeuvrability. Batteries of horse artillery use the following rules in addition to those presented earlier for general artillery:

Fast Limbers: Horse artillery pieces are organised in the same way as foot. The difference is that their limbers are usually nearer the front line, allowing for rapid redeployment of the guns. Limbers are optional models – guns in a horse artillery battery can be limbered, moved and unlimbered in the same Movement phase, so the models aren't strictly necessary; they're just eye candy! If you do include limber models, they should be positioned behind the guns, no further than 12" away.

Rapid Retreat: When a horse artillery battery flees as a charge reaction or as a result of routing, the battery automatically limbers the guns and takes them with it.

Left: French horse artillery gunner, 1812, by Carle Vernet.

ARTILLERY AND AMMUNITION TYPES

In games of *Waterloo,* you have a wide range of choices to make about your artillery. Essentially, most armies can purchase up to four main types of weapon: cannon, howitzers, mortars and rockets. Each of these has its own set of firing rules, and most have more than one type of ammunition to fire.

CANNON

The most common type of artillery piece on the Napoleonic battlefield was the cannon – a smooth bore, muzzle-loading gun made of brass or iron. They were produced in a variety of sizes, from small wall-mounted swivel guns to huge 36lb naval guns, and were categorized by the weight of shot that they fired – the heavier the shot, the more powerful the gun had to be, and the more damage it could inflict. Different types of cannon (which in the game we call light, medium and heavy) have different ranges and damage effects, but the way they are fired is the same in any case.

First, you must nominate a target and guess the range. When you measure, do so in a dead straight line from the cannon barrel to the target point, and mark the spot. The entire battery makes a single guess and nominates a single target, although each model in the battery then goes on to resolve the effects of the shot separately.

Now roll an artillery dice for each gun in the battery. If you roll a number, add this figure (in inches) to your original guess to determine the actual spot that the shot strikes. A 'MISFIRE' result on the dice means you must immediately roll on the Cannon Misfire table, opposite.

If a unit (or artillery piece, terrain or fortification) is hit by the shot, roll to see how many hits are inflicted, and then roll to wound for each hit (see the Artillery Table, page 64, for the statistics of artillery shots). Hits are allocated against the whole unit, in the same way as other shooting attacks. The initial impact point of a cannonball was historically called the 'first graze'.

All cannon are assumed to fire standard 'round shot', unless the player has the option to fire Shrapnel (see below). Round shot does not just stop when it hits the ground, but instead bounces through the enemy ranks to cause even more carnage. Roll the Artillery dice again. The number rolled is the distance, in inches, of what was called the second and third 'grazes' – the distance the shot bounces. Draw a dead straight line along the original trajectory of the shot for the distance rolled – any company that falls wholly or partially under this line also takes damage, as before. If the original shot landed within a company, the bounce will not affect that same company again – in effect a single company will only take one hit from a single cannon in a phase.

Damage for round shot is shown on the Artillery table as two numbers, separated by a slash (e.g. 4+/5+). Any company hit by the first graze, or point of impact, is wounded on the first number indicated on a D6. Any company under the line of the second graze is wounded on the second number instead, representing the shot losing impetus as it travels a considerable distance.

Cannons may also fire canister shot, which was designed to tear through approaching soldiers at point blank range. Canister shot does not follow the standard rules for cannon, and is instead covered separately later.

Hard Targets and slopes: When cannon hit a hard target (such as a building), or the upward slope of a hill, the shot will not bounce. If a hard target is hit as part of a bounce, then the cannonball stops at the point of impact – work out the damage inflicted up to that point and do not continue the bounce effect. Soft cover has no effect on cannonballs.

Shrapnel Ammunition: All British cannon have the option of firing Shrapnel shot, sometimes called spherical case shot, instead of round shot. Shrapnel was a special type of hollow ammunition designed to burst in the air, or in the midst of the enemy, and shower them with high-velocity musket balls.

If you choose to fire Shrapnel, you must declare its use when you choose your target, before any measurements are taken. Shrapnel does not bounce. Instead, the point of impact (usually the first graze) represents the centre of the large round template. Any company partially or wholly under the template takes the number of hits indicated by the Artillery table, and is wounded on the number indicated. Shrapnel cannot harm hard targets.

CANNON MISFIRE TABLE

D6	Result
1	**Barrel fouled.** The gun can't move or fire this turn or next, while the crew hastily try to clear the barrel.
2-5	**Missed.** The shot misses, and has no effect.
6	**Falls short.** Re-roll the artillery dice, treating further misfires as a score of '0'; the distance rolled is subtracted from the guessed range rather than added to it.

A Royal Horse Artillery battery with howitzer.

HOWITZERS

Howitzers were short, stubby guns, the primary purpose of which was to lob shells at the enemy. They did not fire round shot, and instead were used to bombard enemy positions directly – the crew did not need to see the target to lob an explosive shell at them.

Howitzers usually fire 'common shell' ammunition, and you should assume that this is the case unless your army list or the scenario you are playing states otherwise. British howitzers also have the option of firing Shrapnel shot, while in siege scenarios any howitzer can be equipped with carcass shot. If you have the option of several ammunition types, choose which you are firing when declaring your targets, and before measuring. They are all fired in the same way.

Howitzers can choose to fire directly or indirectly. A direct shot is taken when the target is visible, while an indirect shot is more speculative, and is usually used to lob shells over the walls of a fortress or crest of a hill, for example.

Direct Fire: Nominate a target within line of sight. Unlike a cannon, a mortar can always fire shells over intervening troops, as long as the target is visible. Guess the range to the target and measure the distance, marking the spot just as if firing a cannon. Roll a scatter dice and artillery dice together. An arrow on the scatter dice shows the direction in which the shot has deviated, while a HIT shows that it has landed on target. The number on the artillery dice shows how far the shot has deviated, in inches (a HIT on the scatter dice cancels out this number). However, a Misfire result overrules all other results, and the player must immediately roll on the Howitzer & Mortar Misfire table instead.

If the shot scatters (because you rolled a number and an arrow on the dice), then simply mark the new position on the tabletop and place the template so that its centre is over the spot. It may still hit the target, or a different one. Most howitzer shots use the small round template to determine their area of effect, while Shrapnel ammunition requires the large template.

Indirect Fire: An indirect shot must be taken when firing at a target unit that the artillery battery cannot see. The firing procedure is the same as for direct fire, above, except that no line of sight is required. However, any HIT rolls on the scatter dice never count as being on target – instead, look closely at the scatter dice – there's a tiny arrow above the 'I' in 'HIT', so use this for the direction of scatter instead.

Shrapnel: Just as with cannons, British howitzers may opt to fire Shrapnel shells at the enemy instead of common shell or carcass shot. The procedure for using Shrapnel with a howitzer is exactly the same as for other types of shot, as described previously, but the shell uses the large round template instead of the small one. The advantage of Shrapnel is that it covers a larger area, and is more likely to hit the enemy even if it scatters. The downside is that it is not as powerful a shot as common shell.

Carcass Shot: In certain scenarios, howitzers can be equipped with special ammunition called carcass shot. This explosive shell is designed to be an incendiary, and can quickly set light to fortifications and terrify troops. Any battalion that takes one or more wounds from carcass shot must pass a Command check or become Disordered. If they were already Disordered, then a failed check will cause them to rout. Any building or flammable terrain item that takes one or more point of damage is set alight – roll on the Fire! table on page 75.

Canister Shot (Grapeshot): When the enemy were close to an artillery battery, the crew would load their weapons with canister shot and attempt to tear the advancing foe to pieces with a short-ranged barrage.

Instead of firing normally, cannons and howitzers may fire short-ranged canister shot at approaching enemies. Measure a dead straight line from the barrel of the artillery piece, up to the maximum range of the canister shot (see the table, below). Any company that lies under this line takes hits. Roll an artillery dice to see how many hits are inflicted – a MISFIRE result means that the shot has jammed, and the artillery piece may not fire this turn. Rolls to wound are then made for each hit. At point-blank range (half range or under), add +1 to the rolls to wound.

CANISTER SHOT TABLE

Artillery Piece	Canister Range	To Wound
Swivel Gun*	6"	5+
Cannon, Small	8"	5+
Cannon, Medium	10"	5+
Cannon, Large	12"	4+
Howitzer, Small	10"	5+
Howitzer, Large	12"	4+

*Swivel Guns are small pieces, and when firing grapeshot the number of hits rolled on the Artillery dice are halved.

MORTARS

Mortars are not common in games of *Waterloo,* as historically they were phased out and replaced by howitzers. However, in some scenarios mortars (or Gribeauvals) may be carried as specialist siege weapons. Mortars fire in the same way as Howitzers, except that they always fire indirectly, even if the crew can see the target.

Hollowed Ammunition: Mortars may fire hollowed shot, which works in the same way as carcass shot (see howitzers, above).

HOWITZER & MORTAR MISFIRE TABLE

D6	Result
1	**Jammed.** The battery can't move or fire this turn or next, while the crew hastily try to fix the problem.
2-5	**Missed.** The shot misses its target, and has no effect.
6	**Off Target.** The shot is fired anyway, but scatters wildly. Roll the scatter dice (using the arrow above the HIT result) and 3D6 to determine how far the shot scatters. A shot may never deviate more than half the original distance guessed.

CONGREVE ROCKETS

Named for its creator, Colonel William Congreve, this 'ammunition without ordnance' was regarded as something of a British 'secret weapon'. The rocket was made up of an iron case containing black powder for propulsion and a 'cylindro-conoidal' warhead. The warheads were attached to wooden guide poles and were launched in pairs from half troughs on simple metal A-frames. Tests of heavier versions of these rockets out at sea had already highlighted the fact that they were terribly inaccurate – in 1807 much of Copenhagen had been set alight by a fusillade of 40,000 rockets, which had actually been aiming at the Dutch ships at port. The advantages they had, however, were that they were light, quick to fire, didn't need a heavy gun carriage, and made a fearful noise in flight. Rockets were far too unreliable to be the mainstay of an artillery battery, but could give the enemy a nasty surprise if they weren't expecting them.

To fire rockets, first nominate a target and guess the range as if you were firing a cannon. Roll an artillery dice and add the number rolled to the guessed range. Measure this distance in a dead straight line from the rocket company towards the target, and mark the point on the tabletop. A MISFIRE cancels the result – roll on the Rockets Misfire table instead.

Assuming that the rocket hasn't misfired, you must now roll the artillery dice again, along with a scatter dice. If you roll a HIT then the rocket salvo lands on the point you just marked. If you roll an arrow, then it deviates from that point in the direction indicated. Any MISFIRE results at this stage must be re-rolled until a number is shown, to calculate the distance of the deviation.

Rockets may also be fired indirectly, just like howitzers. In this instance any HITs on the scatter dice are treated as arrows instead.

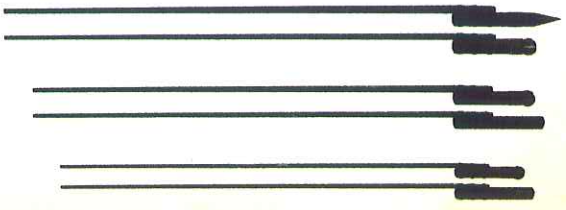
Terrify Cavalry: As rockets spiral through the air, leaving a corkscrew cloud of white smoke in their wake, they cause an almighty screeching sound, which is most disconcerting for horses on the battlefield (and some soldiers, too). If a cavalry squadron is hit by a rocket attack, even if it takes no wounds, it must take a Command check. If it fails, it becomes Disordered. If already Disordered, it Routs. If the squadron does take casualties, then it must deduct -1 from the roll for the Command check for every wound counter placed by the rocket attack. Only one such test is made, for the first hit – additional rocket hits in the same phase have no further effects.

ROCKETS MISFIRE TABLE

D6	Result
1	**Explodes!** A freak explosion causes chaos amidst the battery. The battery takes D3 wound markers automatically, distributed like normal successful attacks upon the crew. Needless to say, the rocket does not fire.
2-3	**A Close One!** The crew are panicked and may not fire this turn or the next.
4-5	**Missed.** The shot misses its target, and has no effect.
6	**Off Target.** The shot is fired anyway, but scatters wildly – Roll the scatter dice (using the arrow above the HIT result) and 3D6 to determine how far the shot scatters. A shot may never deviate more than half the original distance guessed.

Shrapnel Rockets: As a very British invention, rocket companies may opt to fire Shrapnel rockets at the enemy instead of common shells. The procedure for using Shrapnel with a rocket company is exactly the same as for other types of shot, with the effects listed in the Artillery table on page 64.

Incendiary Rockets: Incendiary rockets were used to set fire to enemy fortifications and defended positions. These rockets are only available in the Siege scenario (see page 105). They are fired in the same way as any other type of rocket. Any building or flammable terrain item that takes one or more point of damage is set alight – roll on the Fire! table, on page 75.



MISTRUST OF ROCKETS

There was no particular fondness of Congreve rockets from British officers. Captain Mercer described the use of Congreve rockets on 17 June 1815 during the retreat from Quatre Bras as follows:

'The rocketeers had placed a little iron triangle in the road with a rocket lying on it. The order to fire is given – port-fire applied – the fidgety missile begins to sputter out sparks and wriggle its tail for a second or so, and then darts forth straight up the chaussée. A gun stands right in its way, between the wheels of which the shell in the head of the rocket bursts, the gunners fall right and left... our rocketeers kept shooting off rockets, none of which ever followed the course of the first; most of them, on arriving about the middle of the ascent, took a vertical direction, whilst some actually turned back upon ourselves – and one of these, following me like a squib until its shell exploded, actually put me in more danger than all the fire of the enemy throughout the day.'

Wellington himself, when asked if he would deploy rockets in his force, replied 'I do not wish to set fire to any town, and I do not know of any other use for rockets.' Despite these misgivings, and against his better judgement, a small troop of racketeers was deployed at Waterloo.

ARTILLERY TABLE

	Range (Guess)		Base chance to wound		Hits per Co.	Special
	Min	Max	Soft	Hard		
Swivel Gun (siege weapon)**	6"	24"	4+/5+	6+/-	D3	-
Cannon, Small (3-4lb)						
- Round	8"	36"	2+/4+	5+/6+	D3	-
- Shrapnel	8"	36"	5+	-	D3	Large Template
Cannon, Medium (6-9lb)						
- Round	12"	48"	2+/4+	5+/5+	D6	-
- Shrapnel	12"	48"	5+	-	D3+1	Large Template
Cannon, Large (12lb)						
- Round	12"	60"	2+/4+	4+/5+	D6+1	-
Howitzer, Small						
- Common Shell	12"	48"	4+	6+	D6	Small Template
- Carcass	12"	48"	4+	6+	D3	Small Template; Incendiary
- Shrapnel	12"	48"	5+	-	D3	Large Template
Howitzer, Large						
- Common Shell	12"	60"	4+	6+	D6+1	Small Template
- Carcass	12"	60"	4+	6+	D3+1	Small Template; Incendiary
- Shrapnel	12"	60"	5+	-	D3+1	Large Template
Congreve Rockets						
- Common Shell	12"	48"	4+	-	D3+1	Small Template; Terrify Cavalry
- Shrapnel	12"	48"	5+	-	D3	Large Template; Terrify Cavalry
- Incendiary	12"	48"	5+	6+	D3	Small Template; Incendiary; Terrify Cavalry
(Gribeauval) Mortar						
- Bomb	8"	36"	3+	4+	D3+1	Small Template
- Hollowed Shell	8"	36"	4+	6+	D3	Small Template; Incendiary

* 'To Wound' numbers presented thus: 4+/6+ represent the 'bounce' of certain kinds of shot. The first number represents the point of impact, or 'first graze', and the second number represents the chance to wound for the path of the bounces (the second and tertiary 'grazes'). For the ease of gameplay we don't concern ourselves with ricochet shots, and instead combine the effect with direct fire.

** Swivel guns are scenario-specific weapons, used in sieges. They are treated in exactly the same way as cannon firing round shot.

French Line Batallion by Peter Dennis

COMMAND COMPANIES

A common feature of most units in games of *Waterloo* is the command company. This company contains a commander (most commonly a captain), and usually the colours and musicians. It is a focal point for the unit upon the tabletop, and is as important in a game of *Waterloo* as it would have been during the battle itself! Depending on how your model companies are organised, command figures can spill out into other companies in the battalion (usually adjacent ones), but the one that contains the unit's commander is always nominated as the command company.

UNIT COMMANDERS

A unit commander is the senior officer in the unit, and is purchased from the army list along with the unit itself, rather than separately (like a general, for instance). The unit commander is usually a captain, although the army lists often allow you to 'upgrade' your commander for a more experienced officer, such as a colonel. For the sake of completeness, the rules governing the unit commander are presented a little later, under the Officers section.

SERGEANTS AND NCOs

These models have no effect on gameplay, but many people like to include them in their battalions. Having one sergeant or NCO (non-commissioned officer) in each six-model infantry company looks very effective. Note that you can have captain models in your other companies, even if your unit commander is also a captain – as long as one is in overall command, and you make it clear which is the command company, there's no reason why other captains could not be present; they just have no effect in the game.

COLOURS

Many units begin a game with at least one standard bearer, bearing the colours, and this model must be placed in the command company. British line infantry have two standard bearers – one bearing the King's colours, which must be placed in the command company, and one bearing the regimental colours, which can be placed in an adjacent company if you wish (historically they would stand one either side of the unit commander). Only the King's colours count for the purposes of these rules, and are referred to as the primary set of colours.

If the primary set of colours is ever captured, as described in the Melee phase section, the battalion is at -1 Command value for the rest of the battle, or until they recapture their colours.

Colours can only be removed from a battalion in close combat – casualties inflicted by shooting do not count, as nearby comrades are always assumed to pick up colours if they are dropped by a slain standard bearer.

MUSICIANS

All units (except artillery) begin the game with a musician – in line infantry battalions, this is usually represented by a drummer model, while in other types of battalions it is often a bugler. This model is best positioned in, or as close as possible to, the command company.

ENGINEERS/SAPPERS

Some units in the army lists are allowed to take a contingent of Engineers or Sappers as part of the command company. The Engineer model is placed within the command company, displacing a regular soldier or NCO if possible. Engineers are experts at siegecraft, and are ideal if you plan to fight a siege battle, or know that you'll be facing lots of defended positions. Engineers bestow the following rules to the unit that they join:

Siege Attackers: A command company that contains an Engineer may attempt to weaken fortifications and defensible features in the Melee phase. Instead of attacking an occupying unit, the command company's

This British line infantry battalion has been joined by General Picton.

attacks may be made against the structure instead, and require 6s to damage it – this is a fairly weak attack, but is useful for finishing off already weakened structures. In addition, when trying to set fire to defensible features (see the Fire! table on page 75), Engineers add +1 to the roll.

Siege Defences: As well as being able to destroy enemy fortifications, Engineers are adept at reinforcing their own. If occupying a building that suffers damage, the Engineer adds +1 to rolls on the Defensible Terrain Damage table. In addition, when attempting to put a fire out in a building that they occupy, they reduce the roll on the Fire! table by a further -1.

Fearsome: It was traditional for Engineers who went to battle to be picked from among the toughest, burliest men possible. These men were often encouraged to grow long beards to enhance their fierce appearance, and went to battle bedecked in thick leather aprons, bearskin hats and carrying an array of axes, hatchets and other tools. As a result, Engineers add +1 attack to the command company in melee.

OFFICERS

While the bravery and training of the common soldier most often made the difference between victory and defeat, an army was only as good as its officers. Without strategy and organisation, a force could often be beaten before a shot was fired.

UNIT COMMANDERS

Every infantry and cavalry unit has a commander model, which is placed in the command company as described above. This is usually a captain or equivalent, but the army list usually allows for the commander to be upgraded to a higher rank. Unit commanders are subject to the following rules:

Unit commanders may not leave their unit under any circumstances.

The commander's Strategy points may be spent as extra Tactical points for his own unit only, or to modify Command checks for his own battalion. They can also be spent on Orders, which must be issued to his own unit. The use of Strategy points is discussed in detail on pages 76-78.

A line infantry commander often has the option of taking a horse, in which case he takes up the space of two normal foot models in the command company. A mounted commander within an infantry unit may re-roll the first failed Command check in the game on behalf of his battalion, to represent his increased influence. Despite being mounted, the commander must move at the same speed as the rest of the battalion, and does not confer any cavalry rules or bonuses to his unit.

Artillery Officers: Artillery batteries can also be led by a unit commander. Unusually, this model does not have to be part of the artillery company it is with, as artillery batteries don't have a command company to speak of. Instead, place the officer model in base contact with one of the artillery companies, at the rear of the battery. The usual rules for unit commanders apply, despite his unusual positioning.

Damage Threshold: Counted as part of his unit's command company.

INDEPENDENT OFFICERS

Armies often get the option to take independent officers to battle. This is usually the general, but may sometimes be trusted lieutenants who ride near to the battle lines to lend their influence where it's most needed.

Independent officers do not need to be based in the same way as normal troops (some players like to base them on small diorama bases, complete with aide-de-camps, etc). However, they can join units during a game if required, so having them on a sensible base is often preferable.

Getting Around: Independent officers don't have Tactical points, but they can move around in the Movement phase as if they had 1 TAC point.

Independent officers on foot are treated as a skirmishing company for the purposes of movement, and thus benefit from the +1 cover save like other skirmishers. Independent officers can be mounted. If on horseback they gain +1 Resilience and can move 12", treating terrain as if they were skirmishing light cavalry. These rules do not suppose that officers are all expert skirmishers, but rather that they and their aides are few in number, and can thus traverse the battlefield more easily than large formations of men.

Finally, because they are usually part of a very small group, independent officers who are not within a unit may never charge, and must always flee if charged or overrun by an enemy unit. Officers are not heroes of myth and legend – they lead through their plans and their inspirational presence, not by skill at arms.

Command Radius: The Command value of an independent officer can be used by any friendly unit within 6", or 12" if mounted. This abstract game mechanic is often referred to as the 'command radius', and represents the ability of the officer to make his presence known, perhaps by sending messengers off with orders for nearby subordinates.

Strategies: An independent officer's STG points can be spent either on Orders, which affect any friendly battalion within 6", or on Grand Strategies, which are purchased individually as unique 'abilities' for the officer. See pages 76-78 for more information on spending STG points.

Look Out, Sir!: Independent officers are small targets, and can easily be overlooked in the confusion of battle, or can escape to the safety of nearby ranks if necessary. They cannot be targeted by shooting attacks if they are within 6" of a friendly battalion. They can, however, be hit by a lucky artillery shot – see page 60 for the rules governing this type of artillery fire.

Assume Command: An independent officer can join any friendly unit by moving into contact with it in the Movement phase. Place him next to the command company, as if he were a small company (though he doesn't count as one for formation purposes). You may need to 'fudge' the unit a bit to make room. Obviously, an officer must be mounted if he wishes to join a unit of cavalry or horse artillery.

The officer adds his attacks to the command company, and is assumed to be in command of the unit (see the rules on page 49 to see how independent officers can be attacked in melee – it's quite a dangerous place to be!). From that point on he is treated as the unit commander, although he may still use his Grand Strategies (see page 78), and may leave the unit at any time.

To leave a unit that he has joined, the officer simply needs to move away from it during his own Movement phase – any movement used up while he was within the unit must obviously be deducted from this turn's movement allowance. An officer may not leave a unit that is Disordered, Routing or locked in melee – once he's committed in these ways he is stuck until his duty is done!

Form Square!: Independent officers may shelter in friendly infantry squares by moving into contact with the square during their Movement phase. Simply place the model in the hollow centre of the square. The officer does not have to join the unit and assume command if he does not wish to, and can simply move through the unit and beyond in a subsequent turn. This is a very good ploy if your officer is caught out in the open and is being threatened by nearby enemy cavalry!

Damage Threshold: 1 if on foot, 2 if mounted.

THE ARMY GENERAL

Every army is led by a general, and this model represents you, the master strategist, in a game of *Waterloo*. One independent officer in any army is in overall command, and is referred to as the Army General (though he doesn't actually have to be a general in terms of rank). Unless some special rule instructs otherwise, the Army General is always the independent officer in your force with the highest Command value. The Army General is treated exactly like other independent officers, with the following exceptions:

Inspiring Presence: The command radius of the Army General is increased to 12", or 18" if mounted, representing a greater number of aides and even the steadying influence the commander's very presence has on nearby troops.

Chain of Command: The Army General may issue orders just like independent officers, but with a 12" radius instead of the usual 6". However, they may extend the range of their orders by using nearby officers as a chain of command. Any independent officer within 12" of the Army General may issue an order using the general's STG points instead of his own.

Damage Threshold: 1 if on foot, 2 if mounted.

A French Marshal of the Grande Armée, 1812, in full dress uniform.

SPECIAL RULES

When you move on to choosing your army for a game of *Waterloo,* you will notice that many units and weapons in the game have a special rule that is common across several armies. These are called 'universal' special rules.

Universal special rules are rules that apply to several units and weapons. These rules are grouped together here for convenience. The other type of special rules in the game is 'unique' special rules, which apply only to one or two units. You will find those rules presented along with the army list entry for the unit that possesses the rule.

BAYONET DRILL

While all infantrymen are drilled in the use of bayonets, this special rule represents a unit with advanced training, intensive experience in hand-to-hand combat, or simply a bloodthirsty preponderance for melee fighting. Battalions with this rule get +1 to their roll to wound in the turn that they charge with bayonets.

BRIGADE

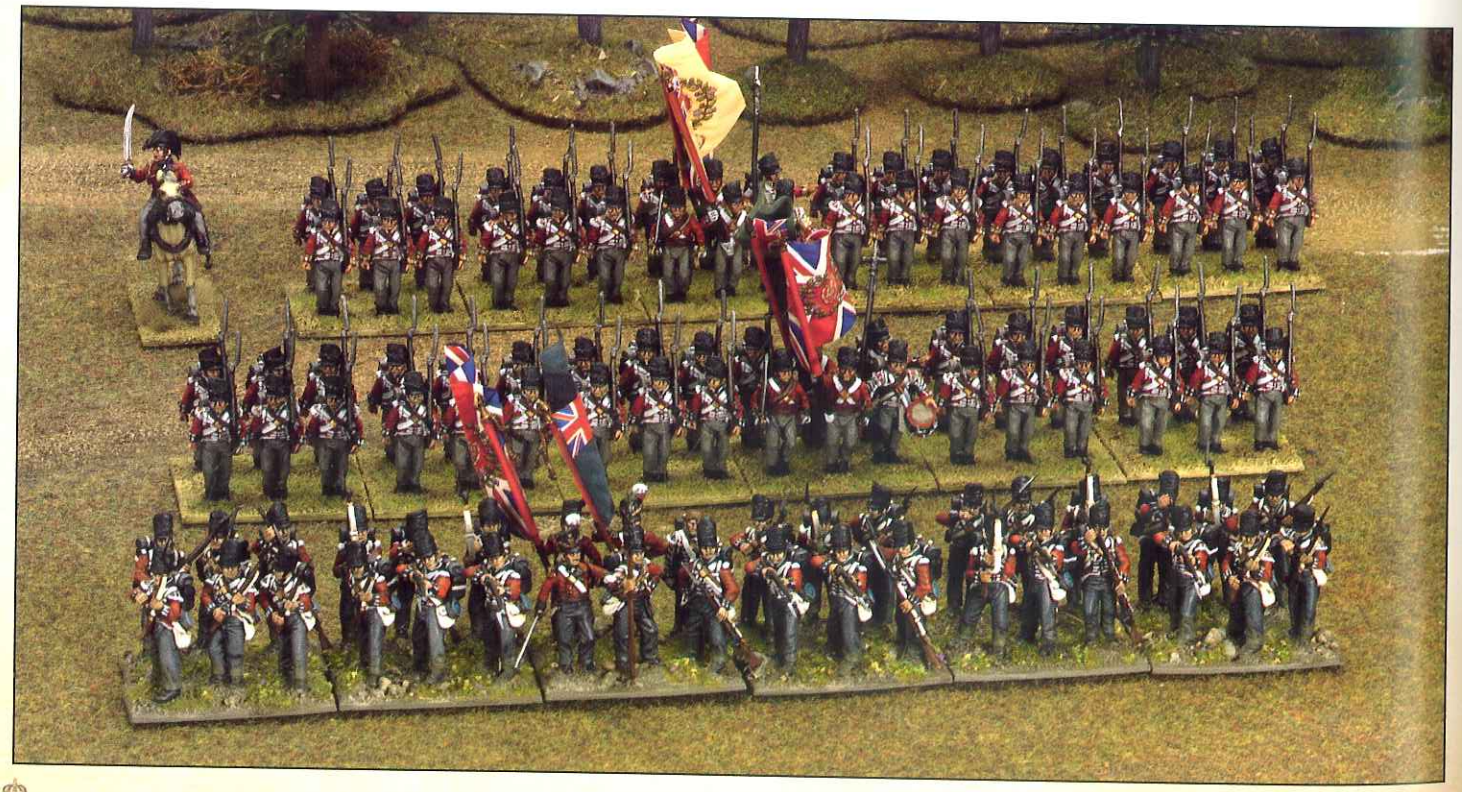
Some types of troops are able to band together to form brigades (historically this is the equivalent of not just a brigade, but also a *demi-brigade* or even a regiment, depending on the nation and the time period in which your game takes place) – the troops that make up a brigade are specified by the army lists.

The command structure of a brigade is very regimented. The highest-ranking officer in the brigade (whether unit commander or independent officer) is nominally referred to as 'brigade commander' (historically this would be a Brigadier in a British army, or General de Brigade in a French army, for example). Whenever the brigade commander issues an order to a unit, every other unit in the brigade within 24" of the affected commander can adopt the same order immediately, by spending a TAC point.

Units within a brigade have D3 additional TAC points, generated at the start of the game. These points are shared between all the units in the brigade as a common 'pool' of points. In addition, units must endeavour to remain within 6" of another member of the brigade at all times. If they ever become separated, they become 'stragglers'. Stragglers may not use the brigade's pool of TAC points, nor benefit from the bonus orders issued by the brigade commander until they catch up with the group.

If a scenario calls for a force to be split (i.e. half the force deploys on the tabletop and the other half enters in reserve), then the player must endeavour to keep the brigade together. Units in a brigade may only be split if there are not enough total units in the army to do otherwise. The minority units, either on the table or in reserve, count as stragglers until they achieve the usual 6" coherency with another member of the brigade.

A typical British infantry brigade arrayed for action.



CALLED SHOT
Whilst not exactly conforming to the moral code of battle, there was a real psychological benefit to taking out the officers and NCOs in a unit before it could achieve its mission. This precision work was usually only attempted by crack companies, such as riflemen.

Before determining how many shots it fires in the Shooting phase, the unit may make a called shot. Declare this action and then roll the dice. Any scores of a 6 are counted as a single hit, rather than six hits, but may be allocated directly against the target unit's command company. Place any wound markers next to the command company. In this manner, it is possible for a command company to be removed from play before the rest of the unit is destroyed, and with it any unused STG points or leadership benefits it may have bestowed.

CUIRASSES
While often shunned by heavy cavalrymen in favour of increased mobility, the old-fashioned cuirass, or polished breastplate, was still effective at protecting a cavalryman from a pistol shot, long-range musket ball or sabre slash. If a battalion is equipped with cuirasses, successful rolls of a 6 to wound made against them from shooting attacks must be re-rolled by the opponent. The result of the re-roll stands – you can never re-roll a re-roll.

DRILLED
Troops with this special rule have been subjected to intensive musket drills, and can not only fire more than three shots a minute, but can do so in the face of the oncoming enemy. When determining how many shots it fires in the Shooting phase, a Drilled battalion can re-roll one of the dice. The result of the re-roll must be accepted.

FIERCE REPUTATION
These troops have built a reputation, whether justified or not, for being fearsome combatants. All enemy units within 6" of this unit are at -1 Command value for as long as they remain in proximity. Enemy units that also have a Fierce Reputation are immune to this effect.

GUERRILLAS
Guerrillas are undisciplined freedom fighters, used neither to taking orders nor to fighting among regular soldiers. Guerrillas must always assume skirmish formation. In addition, they never benefit from the Command value of nearby officers, instead relying solely on the orders of their own unit commander.

HARDENED
Some troops are embittered veterans of many conflicts, and have become inured to the rigours of close fighting. If a unit has the Hardened special rule it may spend 1 TAC point at the start of any Melee phase to add +1 to its Fighting Skill for the remainder of the turn.

HATRED <INSERT NATION>
Like any conflict throughout history, the Napoleonic Wars produced a fair number of national rivalries, and saw a few too many atrocities on all sides, leading to animosity and even hatred between one culture towards another. A unit that hates its enemy will re-roll scores of 1 to wound the enemy in melee. The re-roll only applies for the first round of any combat – if the two enemy units remain locked in combat for subsequent turns, both fight normally, as the effects of fatigue and combat stress get the better of anger and vitriol. As always, the results of re-rolled dice must be accepted, even if the unit has some other special rule that may allow them to re-roll again.

IMPETUOUS
Some troops, particularly 'green', inexperienced ones, become headstrong when in battle, bolstered by the rush of adrenaline and are too easily buoyed by the most minor victory in the field. Whilst eagerness and enthusiasm are often laudable, too often it turns to impetuousness, and the unit can become uncontrollable by the chain of command.

Impetuous units must always pursue an enemy who flees from them in combat, unless they first pass a Command check. Impetuous cavalry units must always declare an Opportunity Charge if they are able to do so (see page 58).

INCENDIARY
Some artillery ammunition has the 'Incendiary' rule, meaning that is designed to set fire to enemy fortifications. Any building or flammable terrain item that takes one or more point of damage from an incendiary weapon is set alight – roll on the Fire! table, on page 75.

MARKSMEN
Crack marksmen were highly valued, especially by coalition forces, which often rewarded sharpshooters with rifles and special privileges. Units with the Marksmen rule may re-roll scores of 1 when rolling to wound. The result of the re-roll must be accepted.

MILITIA
Militia are pressed men, often poorly trained and forced to fight for their country. Good leadership keeps militia units in check, but they are prone to devolve into a rabble when placed in dangerous situations.

If a militia unit takes any wounds during the Shooting phase – not just the usual 25% casualties – it automatically becomes Disordered. The unit must also take a Command check at the end of the phase – if it passes, there is no effect. If it fails, they are Routed (see page 56). In addition, if Militia infantry are charged by cavalry, they must always pass a Command check or automatically flee from the chargers, in the same way as skirmishing infantry.

MISTRUST
There is an air of mistrust between units from this nation or regiment, which sullies the camaraderie between them and their allies.

Units with the Mistrust rule may not use the Command value, nor receive orders or strategies, from any officer

The light company has been removed from the rear of this unit and replaced with skirmishers at the front of the formation. Note that you don't have to base your light company models individually – it's fine to base them on small strips of two or three models, or even to just place the whole stand of six men in front of your unit to represent the skirmish screen.

who is not of their own nationality (so, for example, a British colonel could not issue orders to a nearby Brunswicker unit). Likewise, officers with the Mistrust rule may not issue orders to a unit that is not of their own nationality. By the same token, only independent officers of the same nationality as the Mistrusted unit may ever join it. However, any friendly officers or artillery may shelter in their squares, as usual – they may not like each other, but they're still on the same side!

SKIRMISH SCREEN

Most units of line infantry have access to a light company, which allows them to 'throw out' a skirmish screen. This simply allows the unit to use the 'deploy skirmish screen' formation.

DEPLOY SKIRMISH SCREEN (INFANTRY)

Some line infantry battalions are able to include one or more flank companies as part of their unit. Sometimes this grants them the Skirmish Screen special rule, which enables them to use this formation – where this is the case, it will be clearly marked in your army list. Line battalions may deploy skirmish screens when they are already in column of attack, column of march or line formation, by spending 1 TAC point as normal – deploying the skirmish screen counts as a formation change. They may also deploy in one of those formations with the skirmish screen already 'activated', at the start of the game.

Once the skirmish screen is adopted, one or more light companies are thrown out to the front of the battalion. Remove the light company base(s) from the unit and position it to the front of the unit, or replace it with six single or skirmish-based figures if you prefer. Skirmishers are placed (and must remain) within 2" of the foremost companies in a formation.

Skirmish screens offer protection against enemy shooting as they obscure the bulk of their unit and distract attackers. Any enemy unit shooting through the skirmish screen (i.e. firing from the front of the unit) must count their shots as Difficult (see page 45).

Skirmish screens are vulnerable to close combat attacks, especially cavalry charges. If the unit is charged (from any side), take a Command check – if passed, the skirmish screen simply returns to its regular place in the battalion. If failed, the whole skirmishing company is removed, and the unit loses the Skirmish Screen special rule for the remainder of the game.

STUBBORN

Some units have such high morale, or are so well disciplined, that they will not move even when the odds are stacked against them. A unit that is Stubborn never modifies its Command value. If joined by an independent officer, his Command value is modified as usual, but if the unit's Stubborn Command value is better than the officer's, they may use the higher value.

TWO-RANK LINE

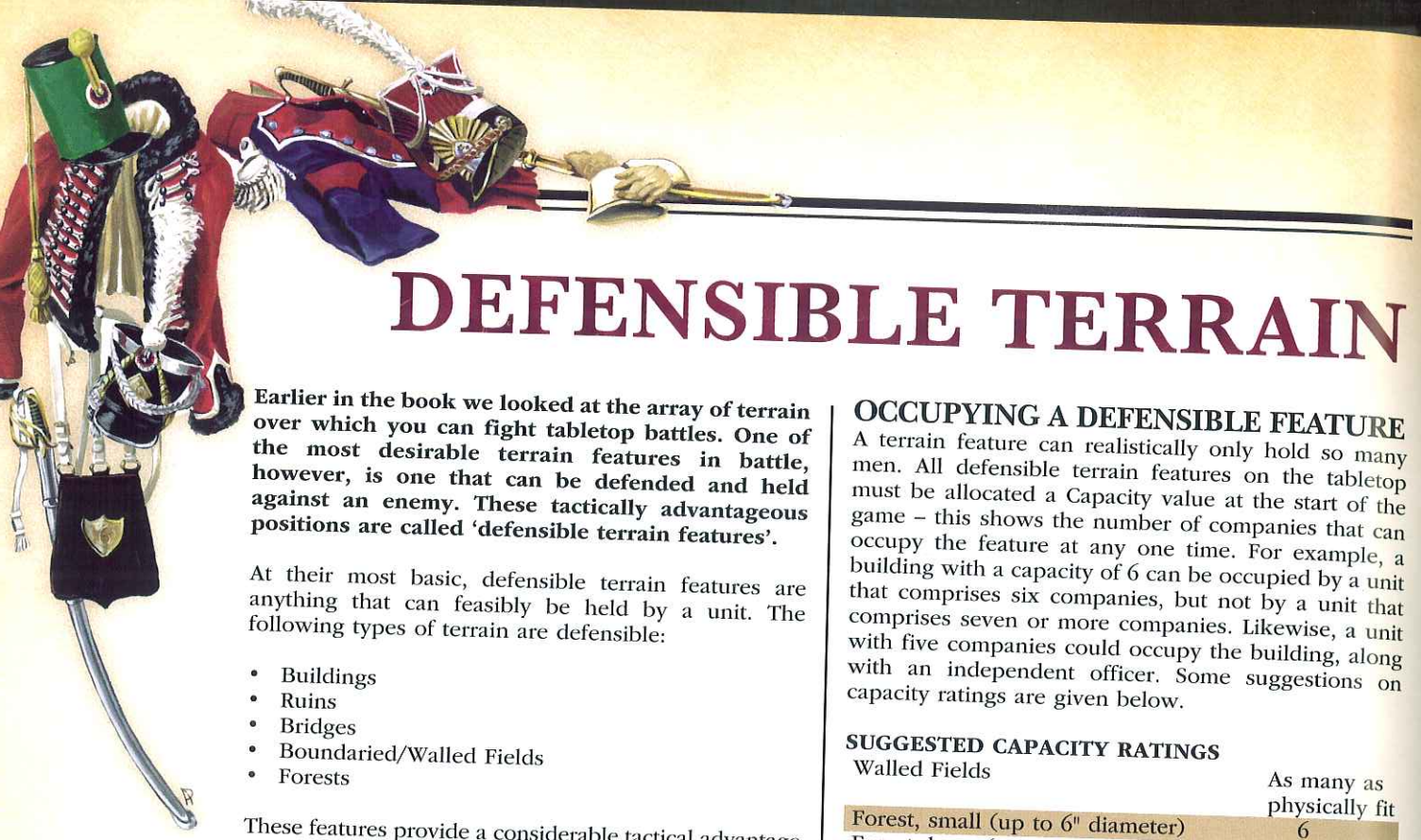
Some infantry battalions were trained to fire in a two-rank line rather than the conventional three, as it was noted that the third rank of troops were not only ineffective, but actually posed a hazard to their comrades in the front ranks. Some battalions – notably British line infantry – expanded their frontage and thus trained more muskets effectively at the enemy.

A unit eligible to fire in a two-rank line may only do so if it is in a full line – not a partial line – as explained on page 35. Each of its companies gets +1 shot (so usually D6+1 instead of the usual D6).

TEMPORARY SPECIAL RULES

Some special rules or abilities are conferred on a unit because it contains special companies, such as Grenadiers, Carabineers or Light Infantry. As soon as the unit is reduced to three companies or less, these special companies are lost, and along with them their special rules.

Opposite: The Charging Hussar by Swebach-Desfontaines (The Art Archive/ Musée des Beaux Arts Lyon/Gianni Dagli Orti).



DEFENSIBLE TERRAIN

Earlier in the book we looked at the array of terrain over which you can fight tabletop battles. One of the most desirable terrain features in battle, however, is one that can be defended and held against an enemy. These tactically advantageous positions are called 'defensible terrain features'.

At their most basic, defensible terrain features are anything that can feasibly be held by a unit. The following types of terrain are defensible:

- Buildings
- Ruins
- Bridges
- Boundaried/Walled Fields
- Forests

These features provide a considerable tactical advantage in battle. Soldiers can dig into a defensible position and prove tougher to rout, whilst providing a constant threat to any enemy who try to move past them.

SIEGE WARFARE

The Napoleonic Wars saw troops occupying small forts, large fortresses, fortified towers and the like. Similarly, if a building or complex has obviously been heavily fortified, then it may also be likened to a fort rather than a standard defensible feature. Players should decide at the start of the game which terrain pieces are 'standard' defensible features, and which are 'fortified'. Fortified terrain features do not use these rules, but instead use the Siege rules, beginning on page 98.

> "At war you must press upon an obstacle in order to overcome it."
>
> - *Napoleon*

OCCUPYING A DEFENSIBLE FEATURE

A terrain feature can realistically only hold so many men. All defensible terrain features on the tabletop must be allocated a Capacity value at the start of the game – this shows the number of companies that can occupy the feature at any one time. For example, a building with a capacity of 6 can be occupied by a unit that comprises six companies, but not by a unit that comprises seven or more companies. Likewise, a unit with five companies could occupy the building, along with an independent officer. Some suggestions on capacity ratings are given below.

SUGGESTED CAPACITY RATINGS

Walled Fields	As many as physically fit
Forest, small (up to 6" diameter)	6
Forest, large (up to 12" diameter)	12
Homestead or small ruin	2
Farmhouse, church or large ruin	6
Large farm with walls and outbuildings	12

A unit may occupy a defensible feature if, at the end of its Movement phase, it satisfies all four of the following criteria: (a) The feature is unoccupied. Occupied features may not be entered, although the units within may be charged. (b) At least one company in the unit is in base contact with the feature, and every company in the battalion is within at least 6" of the feature. (c) The feature's available Capacity is equal to or greater than the number of companies wishing to occupy it. (d) The unit is of a type able to enter the feature.

Once the criteria are met, you may move your unit into the feature. Physically place the occupying unit in the feature if possible. If not, remove the models from play and simply mark the feature as occupied. In either case, the feature is considered to 'be' the battalion for the duration of the occupation – an attack made

DEFENSIBLE TERRAIN FEATURE SUMMARY CHART

Type	Res. Bonus	Save	Damage Threshold	Who Can Occupy?
Walled Field*	0	5+	-	Anyone
Fenced Field*	0	6	-	Anyone
Forest	+1	6	40	Infantry, Artillery, Light Cavalry
Wooden Bridge	0	6	18	Infantry, Artillery
Stone Bridge	+1	5+	24	Infantry, Artillery
Ruin	+1	5+	24	Infantry, Artillery
Timber Building	+1	4+	24	Infantry
Stone Building	+2	4+	36	Infantry

*Fields cannot be destroyed, and the cover save applies only to shots taken directly at the occupiers, and not to indirect shots from howitzers and the like which are lobbed over the heads of units.

against the feature is considered to be an attack on the occupants. Occupying troops gain a cover save against shooting attacks, and a temporary Resilience bonus against any and all damage. This bonus remains in effect for as long as the unit occupies the defensible feature. This information is summarised on the chart on page 72). In addition, the security offered by defensible terrain bolsters the morale of defending troops – occupying units gain the Stubborn special rule as long as they remain in control of the feature – see page 70.

LEAVING A DEFENSIBLE FEATURE

A unit may use its move to voluntarily leave a defensible terrain feature as long as there are no enemy units within 6" of the exit point. Once the unit decides to leave, it must be placed back onto the battlefield under the following conditions: (a) At least one company from the unit must be in base contact with the feature. (b) Every other company is placed within 6" of the feature. (c) The unit must adopt and maintain a legal formation in the process.

A unit may only leave a feature from a side with an obvious access point. For example, a building may only have one door, a bridge always has two embarkation points, while a forest is usually open all around.

A unit that leaves a defensible feature may not move further that turn, and counts as having moved its full permitted distance for the purposes of shooting. In addition, a unit may never charge directly from a defensible formation.

SHOOTING AT A DEFENSIBLE FEATURE

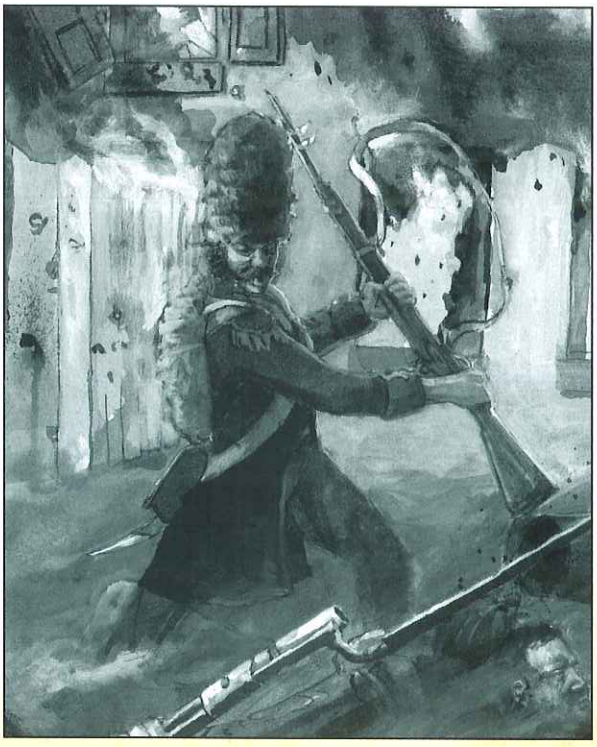
The effects of shooting at a unit occupying a defensible terrain feature is worked out as normal, but the ranges of the shots must be measured to the centre point of the feature rather than the edge, as the target battalion is assumed to be spread out throughout the feature (even if the actual positions of the models suggests otherwise). The occupants get cover saves against these shots – remember that if a target is eligible for more than one cover save, they always take the best available.

Most defensible features also have a Damage Threshold, in the same way as troops, as summarised on the chart earlier. Whenever an artillery attack is made against the feature, it is treated as a hard target, and damage markers can be placed against it. If a feature takes 6 points of damage in a single phase, roll on the Damage table opposite. When the feature takes its last point of damage, it counts as having rolled a 1 on the table. If a feature has no damage threshold, then it cannot be harmed by artillery.

If an artillery shot is able to pass beyond the initial impact and into the unit (if it uses a blast template, for example), then the shot not only does damage to the building, but also to any units within (which are obviously soft targets). To save your sanity, use the actual positions of the models to work out how many companies are affected where possible, rather than abstract the result. If you can't use the positions of the models, because they are off the table, then half of the occupying companies from each unit are hit, rounding fractions up.

DEFENSIBLE TERRAIN DAMAGE TABLE

D6	Result
1	**Catastrophic Damage.** The feature collapses prematurely. Any occupying unit immediately loses its Resilience bonus and cover save, and takes 3D6 points of resilience damage, allocated as if from shooting. The feature should be replaced by an area of difficult terrain of roughly the same footprint as the original feature, and the unit is placed within this area of terrain, in a legal formation (unless the damage caused it to rout, of course).
2-5	**Structural Damage.** The feature is badly damaged and becomes unstable. Occupying units lose any Resilience bonus they may have received from the defences. In addition, in the following turn any unit that moves into, out of or through the feature, charges the occupants, or spends the entire Movement phase within it, must roll a D6. On the score of a 4+ they are safe, but on a 1, 2 or 3 they take D6 points of resilience damage, distributed as if from shooting, due to falling debris or treacherous conditions. Future rolls on this table are at -1 to the D6 score.
6	**Stands Fast.** The feature remains standing against all odds, but is severely weakened – roll again on this table at the end of every turn hereafter.



Fighting within defensible complexes comes with its own dangers – rubble can prove treacherous underfoot, while fires can trap soldiers within their own fortified positions.

SHOOTING FROM A DEFENSIBLE FEATURE

Units within a defensible feature may fire out of it. When taking these shots, line of sight can be taken from any point on the terrain feature, effectively giving the occupants a 360-degree field of fire. This represents the occupants taking up good positions within their cover, scrabbling onto the roofs of buildings and leaning out from behind trees in a forest, for example.

To keep things fair and consistent, the range of each shot is measured from the centre of the feature, just as they are when the enemy are firing at the defenders.

Unlike a normal round of shooting, units may allocate shots from each company onto a separate target if the controlling player wishes. However, the number of shots generated for each company is halved (rounding fractions up), as not all of the men in a unit will be able to find a good firing position.

ASSAULTING A DEFENSIBLE FEATURE

Sometimes the most effective method of dislodging a unit from its defended position is to assault it! Units can declare a charge in the usual manner, treating the entire feature as the enemy unit – the charge is completed against the terrain feature as if it was itself the target. A combat fought against the occupiers of a defensible feature uses the following rules:

The occupying unit in a defensible feature has neither flanks nor rear, so the attackers receive no bonuses for charging a particular quarter.

All of the attackers' companies in base contact with the feature are locked in combat. The remainder can give supporting attacks as usual.

Half of the occupying companies are locked in combat (rounding up), and all the others make supporting attacks. These supporting attacks can be allocated against different opponents in a multiple fight as the player wishes.

Strikes are always resolved in order of Fighting Skill, regardless of who charged. The occupiers still get their bonus to Resilience during the fight, as they make use of cover to brace themselves against onrushing foes. Don't forget that defenders are treated as Stubborn, making them very difficult to break.

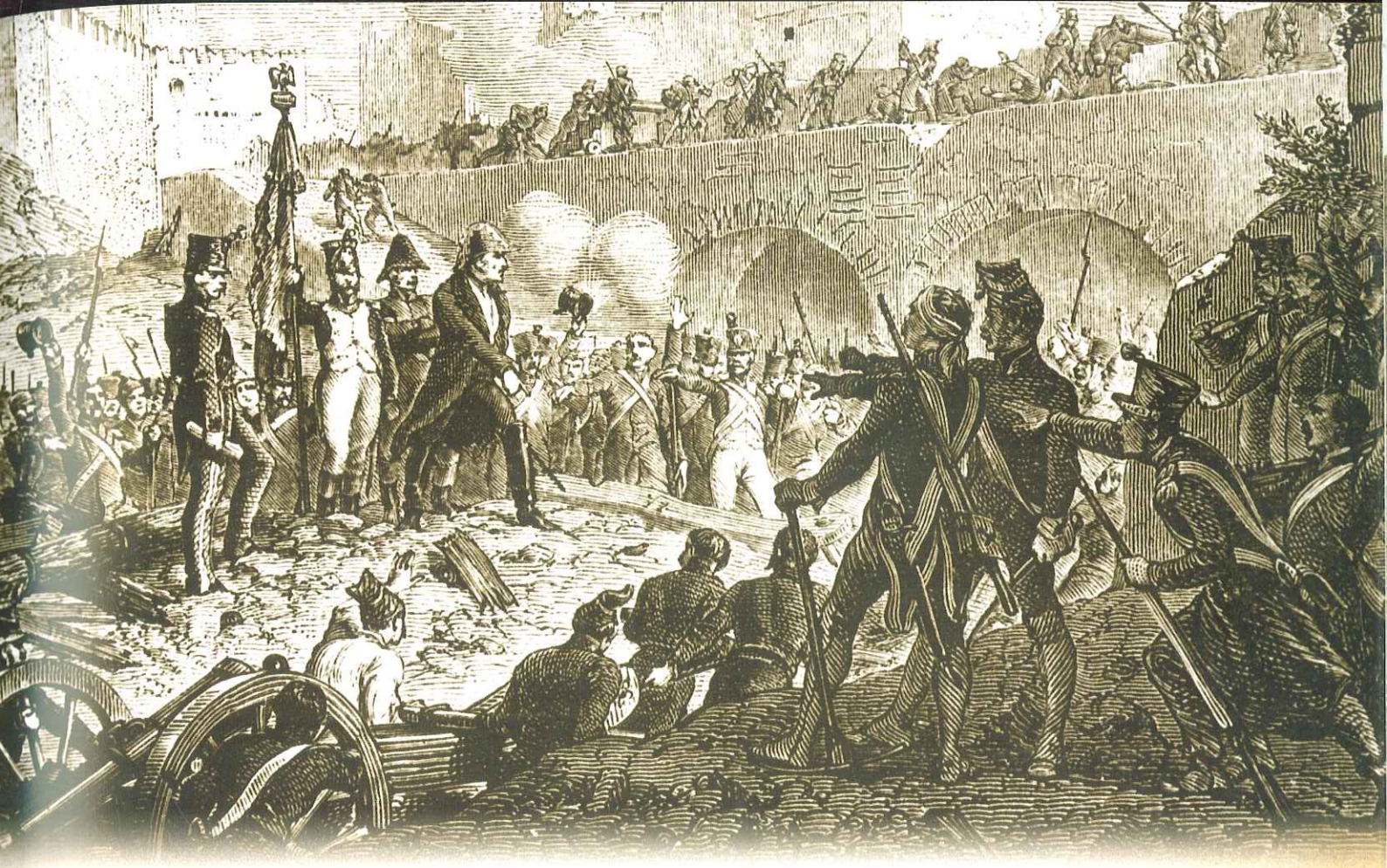
If an occupying unit is defeated and routs, it must immediately exit the feature, following all the rules for leaving a defensible feature, above (except that there will be enemies within 6", of course). If there is no clear exit (because there are enemies all around, so that there isn't enough space to place the defeated unit, for example), then the unit is destroyed and is removed from the table.

DEFENDING A LINEAR BARRIER

While not as tactically important, nor as secure as a defensible position, linear barriers such as low walls and fences do offer some protection. A linear barrier is defined by a length of wall, hedge or fence – anything that troops could feasibly defend – which does not fully enclose a field or paddock (remember, an enclosed field counts as a defensible feature).

A unit behind a linear barrier gains a cover save from shooting attacks, using the normal rules for cover as described on page 47. They do not gain any of the bonuses for occupying a defensible feature, except that strikes in melee are always resolved in order of Fighting Skill, regardless of who charged.

Whilst they are not protected from all angles, a thick hedgerow affords a measure of defence for this British line battalion.



Siege of the French-occupied city of Badajoz by the English under Wellington, 16th March – 6th April 1812, by Felix Philippoteaux (Photo: akg-images, London).

MOVING THROUGH A DEFENSIBLE FEATURE

Rather than occupy a defensible feature, a unit may simply choose to pass through an unoccupied feature en route to another part of the battlefield. If a unit has too many companies to occupy a defensible feature, it may still move through the terrain feature. When moving through a defensible feature, treat it as Difficult terrain. This may result in some of the companies not making it all the way through the feature, but even if they are inside it they do not gain any of the benefits for occupying the feature. In this instance the companies must maintain coherency in a similar way to when a battalion is split by a linear barrier.

FIRES!

Certain pieces of defensible terrain can be razed to the ground in order to remove the benefit of its defences for one side or the other. The only features that can be burned are buildings, forests and timber ruins – fields and stone ruins are considered too difficult to set alight. If there is any ambiguity as to which scenery pieces are flammable, players should discuss these before the game begins.

In order to set fire to a terrain piece, it must either be hit by an artillery shot with the Incendiary special rule, or else a unit can attempt to burn it down with pitch and flame. In the latter case, a unit must spend one entire Movement phase in contact with the feature, doing nothing else, or must have begun their Movement phase occupying the feature and have just moved out of it (no one would be crazy enough to burn down a building while they are inside it). Units attempting to start a fire may not be engaged in melee – you cannot, therefore, set fire to an occupied building, as the defenders would doubtless try their best to stop you!

Roll a D6 for every three companies in base contact with the building (units that began the turn as occupants count their entire complement as being in contact for these purposes). If any of the dice score a 6, the fire has been started – roll a dice on the Fire! Table below.

FIRE! TABLE

D6	Effect
1	**Goes Out.** The fire fails to spread – the feature takes D6 damage points before the fire goes out with no further effect.
2-5	**The Fire Spreads.** The feature takes D6 damage points and remains ablaze – roll again on this table in the next End phase. Any units wishing to move into or through the feature while it is ablaze can only do so by first passing a Command check. Once inside, the unit immediately suffers D6 points of resilience damage, distributed as if from shooting. A unit that occupies a burning building is assumed to tackle the blaze, and reduces all subsequent rolls on this table by -1.
6	**Inferno!** The feature is engulfed in flame, and takes 2D6 damage points. Roll again on this table in the next End phase. In addition, no units may enter or move through the feature next turn. Any unit caught inside the feature when this result is rolled is automatically routed and must flee from the building, taking D6 points of resilience damage in the process.

STRATEGIES

This section details the things that make good officers stand out from the rank and file (apart from good breeding and a bought commission, of course) – strategies! Strategy points are a key element of games of Waterloo, and their timely use can leave the foe reeling.

Strategy points are incredibly versatile, and represent an officer's skill at commanding his men and following plans. While units are expected to carry out detailed, tactical tasks on the battlefield by wit of their own internal chain of command (hence the use of TAC points), it is the strategies of senior officers that really determine the flow of a battle.

SPENDING STRATEGY POINTS

As described earlier in the book, Strategy Points (or STG points) are only available to officers, and in a finite quantity, or 'store'. Cross off each STG point as you use it. Strategy points can be spent in a variety of ways. The most basic use of a Strategy point is to expend it in lieu of a TAC point, which essentially allows the unit accompanying an officer to do something extra in a given phase. However, there are some far more important (and exciting) things an officer can do with STG points.

- Any officer can spend 1 Strategy point to issue a **Special Order.** If a Special Order is issued by a unit commander, the order will only affect his own unit. If issued by an independent officer, the order affects a single friendly unit within his command radius (usually 6" – see page 77 for details).

- Unit commanders can spend 1 STG point to issue a **Unit Order** to their own unit. These are listed later and include an order for each specific troop type (Infantry, Cavalry and Artillery). Obviously the order issued must be of the appropriate type for the unit.

- Independent officers often have the option of purchasing **Grand Strategies** from the army list. These represent cunning plans, masterful stratagems and inspirational acts, which are purchased in advance and may be activated in battle by spending an STG point.

- Special Orders, Unit Orders and Grand Strategies may not be used if the officer is in a unit that is Disordered or Routing – it's difficult enough to restore control of the unit, let alone remind the men of the grand plan...

Battle of Wagram, 6 July 1809. The French army, commanded by Napoleon, fought against Archduke Charles of Austria. By Horace Vernet (The Art Archive/ Musée du Château de Versailles/ Gianni Dagli Orti).

Waved on by the finest commanders in the British army, the Royal Scots Guards march to battle.

SPECIAL ORDERS

These types of orders are reactionary – the officer uses his inspirational presence or superior overview of the battle to urge the men on to some feat of bravery or cunning ruse. There are four special orders, which any officer can issue in the manner detailed above.

HOLD!

This order may be issued when a unit is about to take a Command check. If used by a unit commander, his unit automatically passes the check. An independent officer confers this benefit to any friendly battalion within his command radius.

STEP TO IT, LADS!

This order must be issued to a unit in the Movement phase. Declare after charges have been resolved, but before normal moves. The unit may move before all other units, friend or foe. Dice off if several units use this order, and use the dice scores to determine the order in which the units move, highest to lowest. The affected unit must choose to either make a normal move or change formation – if making a normal move the unit doubles its move this turn, but may not charge, lie down or move at the double. This order may not be issued to artillery.

UP AND AT 'EM!

Declare the use of this order at the start of the Movement phase. The unit that receives the order may declare an immediate charge, using all of the normal rules and criteria for charging, even if it is not their turn to do so. This order may not be issued to artillery.

FIRE AT WILL!

Declare the use of this order at the start of the Shooting phase. The affected unit may shoot before any other units. Dice off if several units use this order, and use the dice scores to determine the order in which the units shoot, highest to lowest.

UNIT ORDERS

As described above, unit commanders can use STG points to issue a localised order to their own unit. Choose the type relevant to the unit in question:

INFANTRY: FIRE ON MY ORDER!

This order may be issued at the start of the turn. Nominate a target for the unit – your unit holds its fire and waits until the target becomes available. If that target is still viable when the unit comes to shoot, it gains +1 to the number of hits per firing company, up to the usual maximum.

CAVALRY: ON TO VICTORY!

Issue this order at the start of the Melee phase when the unit is locked in combat. This combat must be resolved first. Dice off if several units use this order. If the cavalry squadron wins the fight and the enemy flees, the squadron may immediately declare another charge against any viable opponent. The fresh enemy may declare their charge reactions as usual – the fight is then resolved in the same Melee phase.

ARTILLERY: RANGING FIRE

This order may only be issued to an Artillery battery with more than one company – declare its use at the start of the Artillery phase. The battery trades in all of its shots for a single shot (which may be taken by any artillery piece in the company if there are several types). This shot does not need to have the range guessed, and may be measured instead. If the final range of the shot is variable (as with cannons, for example), then the Artillery dice that is used to determine the initial range may be re-rolled.

French Army bivouac, c.1809 (Anne S. K. Brown Military Collection, Brown University Library).

GRAND STRATEGIES

A Grand Strategy can be anything from a leadership trait to a potentially game-winning tactic. These are purchased when you build your army using the army lists on pages 107-155, and are used only by independent officers. An officer cannot purchase duplicates of the same Grand Strategy. The strategies are 'activated' at the appropriate point in the game by spending a STG point, and they can only be used once. While they represent a significant outlay of points for such an expendable ability, they allow players to customise their officers in the manner of their favourite historical heroes, or to bolster a force with fiendish combinations of orders and strategies.

FOR KING AND COUNTRY! (75PTS FOR OFFICERS, 100PTS FOR THE ARMY GENERAL)

The officer rides into the midst of his panicked men, and by a combination of his dashing figure, booming voice and stirring rhetoric, steadies the nerves of his brave lads, instilling them once more with a sense of patriotic duty.

Play this strategy at the start of any turn. All fleeing units within the command radius of the officer automatically stop running and become Disordered instead. All Disordered units within his command radius automatically rally.

NEVER DEFEATED! (75PTS)

Even when all seems lost, this officer has the presence to inspire his men on to glory. With one mighty push, they surge forwards, turning certain defeat into an inspired victory.

Play this strategy when a friendly unit within line of sight of the officer loses a fight. The result is immediately reversed, and the unit counts as having won the fight by a single point of combat resolution instead.

LAY OF THE LAND (60PTS)

Before the battle, the officer has studied countless maps, and paid particular heed to the reports of his scouts, piquets and intelligencers. His superior knowledge of the field of battle allows him to pick the perfect point for a daring ambush or valiant last stand.

Play this strategy after both sides have deployed, but before the game begins. One scenery piece may be moved up to 24" from its original position. The piece must not be occupied by troops nor be within either deployment zone. Furthermore the move must be logical – you can't move a corner hill to a more central position, or move a section of a river away from the main body of water, for example.

STEEL-JAWED DETERMINATION (50PTS)

This officer has built a reputation on being a die-hard, tough old veteran. Perhaps he has been wounded in times past and fights on regardless, or perhaps he has risen through the ranks where life was harder. In either case, if he appears lost in battle, he always finds a way to drag himself to the safety of a friendly unit and carry on the fight!

This strategy may only be played when there is a friendly unit within 6" of the officer. Declare its use when the officer reaches his damage threshold – remove him from play as usual. However, next turn he

returns as part of a unit within 6", with 1 point of resilience and 0 STG points. He counts as an independent officer who has joined a friendly unit, so the unit must also be of a type that he could usually join. He may leave the unit and act normally from that point on if you wish.

INSPIRATIONAL (50PTS)
This officer has the foresight to see where his presence will do the most good, and rouses the soldiers around him to greater effort in the face of adversity.

Play this strategy at the start of any phase. Choose one friendly unit within 12" of the officer – that unit regains all the TAC points it has spent so far this turn.

VALUED HORSEMANSHIP (50PTS)
This officer has spent some time as a cavalryman, or else was involved in horse breeding and/or riding in his former life as a civilian. He handpicks the very best steeds for his cavalry squadrons, believing the quality of the horse to be paramount to a squadron's performance on the battlefield.

Play this strategy before the game begins. Choose one friendly cavalry squadron. That squadron adds +2" to its movement, charge range, flee and pursuit rolls for the whole battle.

FIELD COMMISSION (ARMY GENERALS ONLY) (50PTS)
The general knows that desperate times call for desperate measures, and that the hearts and minds of the men are key to victory. Singling out a brave sergeant or NCO from a demoralised unit, he promotes him on the spot, and rallies the men behind their new leader.

Play this strategy on a unit within 6" of the general that has lost its commander. The unit's command company now has an officer again – choose the lowest-ranking type of unit commander from the unit's army list entry and restore him to the unit, although he has no STG points. If the unit had lost its entire command company, the newly promoted officer's company now counts as a new command company, albeit one with no colours.

HERO OF THE HOUR (50PTS)
This officer not only fights like the devil, but he also inspires those around him to do the same. When the blood is pumping in battle, the enemy do not want to be facing this man and his band of heroes!

This strategy may only be used by an officer who has joined a unit and is locked in combat. Play it at the start of any Melee phase. The officer adds an extra D6 attacks to his profile for the remainder of the phase.

FEARSOME REPUTATION (50PTS)
This officer has built himself a reputation as a master strategist and formidable opponent, surrounded by the very best soldiers and officers in Europe. His very presence fills the enemy with doubt, and buckles confidence in their plans.

Play this strategy at the start of any turn. The strategy affects all enemy officers within 12" of this officer. For the remainder of the turn, whenever an enemy officer within 12" expends a STG point he must also deduct a second point. Essentially, every action that would normally cost 1 STG point now costs 2!

SOUND ADVICE (ARMY GENERALS ONLY) (50PTS)
The general has surrounded himself by the very best advisors and agents, and uses their intelligence at exactly the right moment to catch the enemy on the back foot.

Declare the use of this strategy at the start of any Initiative phase. You may choose which side has the initiative this turn. If an officer from both sides uses this strategy at the same time, then the strategies are cancelled out and you must dice for initiative as normal.

Napoleon and his most trusted officers survey the battle plan at the field of Waterloo.

STIRRING ORATORY (50PTS)
The officer realises that his men are about to embark on a crucial and deadly stage of the battle, one in which they must hold their nerve or else all could be lost. With an impassioned speech, he fills their hearts with pride and their minds with visions of glory.

Play this strategy at any point during your own turn. One unit within 6" of the officer adds +1 point to its Command value for the remainder of the turn.

FRESH ORDERS (50PTS)
The officer uses fresh intelligence to change the flow of the battle. He sends out his aides with new orders for his nearby compatriots, allowing them to bolster their forces in the nick of time.

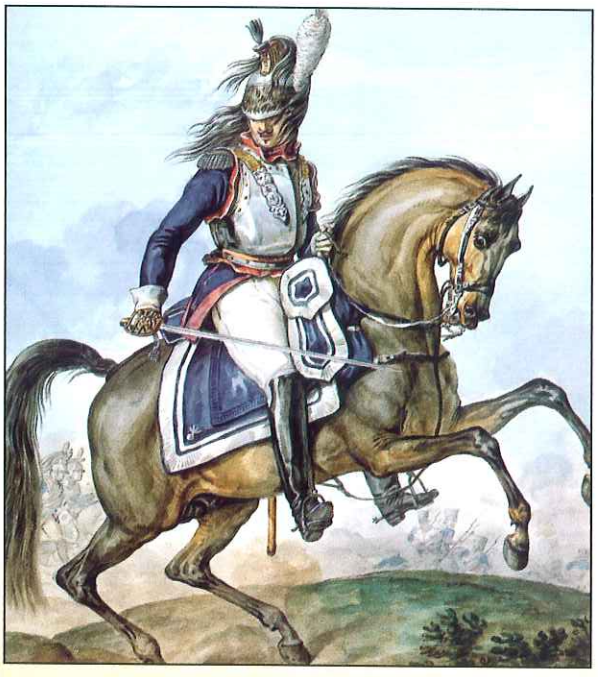
You may use this strategy at any time, in your own turn or your opponent's. You may reduce your STG points pool by as many points as you like, and use them to replenish the STG points pool of another officer within 12". The recipient may not gain more STG points than he started with.

TACTICAL REDEPLOYMENT (50PTS)
Realising that intelligence reports may not have been entirely accurate, this quick-thinking officer sends orders for his men to redeploy, filling gaps in the line or seizing an important tactical position.

Play this strategy after deployment but before the first turn begins. One friendly unit may redeploy, following all the usual rules for deployment.

BARKED COMMANDS (45PTS)
Realising that a nearby formation is about to falter, the officer issues the firmest of pre-emptive orders, putting the fear (or battle-frenzy) into the men to settle their wavering nerves.

Use this strategy before a friendly unit within 12" of the officer takes a Command check. The check is automatically passed.



Colonel of the 10th Cuirassiers regiment, 1812, by Carle Vernet.

LIBERTÉ, FRATERNITÉ, EGALITÉ, OU LA MORT.

SHOWERED IN GLORY (45PTS)
This officer's hunger for battle and honour seems never to diminish, and he remains full of vim and vigour when his colleagues seem battle weary and beaten.

If the officer has only 1 STG point left, spend it to see if you can replenish his store. Roll a D6 for every point he had at the start of the game, including this one. On a 4+ it is replenished.

CHARMED LIFE (40PTS)
There's something about this officer. He has a reputation for being incredibly lucky, whether escaping tricky situations in battle, or in his ambitions back at the barracks. Regardless of his foibles, the men like having him around, in the hope that some of his good fortune rubs off on them.

Use this strategy immediately after rolling dice on behalf of the officer or a friendly unit within his command radius – you may alter the score of a single dice up or down by 1.

EAGER FOR BATTLE (30PTS)
Buoyed by the officer's presence and his apparent eagerness to close with the enemy, a unit of nearby troops breaks forward to an advanced position, as eager to get to grips with the foe as their brave officer!

Play this strategy after deployment but before the first turn begins. One friendly unit may make a normal move immediately, with no TAC cost.

FEINT (25PTS)
With his superior knowledge of battlefield manoeuvres and the psychology of the common soldier, the officer orders his men to make a feint, tempting the enemy into a foolhardy charge.

Play this strategy at the start of the Movement phase, after any 'Up and At Em' moves have been declared, but before normal charges. One enemy unit within 12" of the officer must attempt to charge the nearest valid target in range, automatically passing any Command check that may be required to do so.

CARPE DIEM (ARMY GENERALS ONLY) (25PTS)
The general realises which way the battle is going, and masterfully changes tack either to hold back or to strike swiftly.

Play this strategy after both players have rolled for Initiative – you may add or subtract 1 from your dice roll.

THE DAY'S FOX (20PTS)
The officer has the mindset of a hunter, and is ready to capitalise on the slightest mistake made by his quarry.

Play this strategy after your opponent makes a dice roll (of any kind) for one of his units within 12" of the officer – you may alter the score of one of his dice by 1 (up or down).

RIGHT PLACE, RIGHT TIME (20PTS)
This officer appears to be everywhere at once, barking orders at whichever battalion appears to need him most. He seems not to be satisfied until he has covered every blade of grass on the battlefield!

Play this strategy at the start of the officer's Movement phase – as long as he is not with a unit that is Routing, Disordered or locked in combat, the officer may be removed from play and immediately replaced anywhere within 24" of his original position. This may take him out of a unit he has joined, although he may not join another unit in the same manner.

LEAD FROM THE FRONT (20PTS)
The officer is renowned for getting stuck into the thick of the action, and the men love him all the more for it. Where the fighting is fiercest, he'll be there.

This strategy may only be used by an officer who has joined a unit and is locked in combat. Play it at the start of any Melee phase. The officer adds an extra D3 attacks to his profile for the remainder of the phase.

DUELLIST (20PTS)
The officer is a cold, calculating fighter, and has probably fought a few duels in his time. Recognising the demoralising effect of losing a commander in battle, he picks his way through the melee, making for the most decorated enemy officer...

Play this strategy when the officer is locked in combat and is eligible to direct his attacks against the enemy command company or officer. The officer, and all friendly models who also strike at the enemy command company/officer this turn, may add 1 to the attempt (so the enemy command company or independent officer is wounded on a 5+ rather than a 6).

NO MERCY (15PTS)
This officer has a ruthless streak, and will stop at nothing to achieve the objective – even if his own men are in the way!

Use this strategy at the start of your Shooting phase. One friendly unit within 12" of the officer may fire into a melee that involves models from its own side. Once the number of hits has been determined, roll a D6 for each hit – on a 1, 2 or 3 the shot has hit your own unit. On a 4, 5 or 6 it has hit the intended target. If one of the units outnumbers the other by 2:1 or more, or there are more units on one side than the other, then modify the dice roll by 1 in favour of the minority unit (so if your own unit was in the minority, for example, it would only be hit on a 1 or 2). In a multiple combat, you'll need to further randomise between units on the side that was hit.

STRATEGIC WITHDRAWAL (10PTS)
This officer has a strong streak of self-preservation, and understands that his fate is not to die at the hands of some common soldier, but instead to contribute to victory by virtue of his superior tactical nous.

If the officer has joined a unit that is engaged in combat, then he may play this strategy to withdraw at the start of any Melee phase, before blows are struck by either side. Remove him from the combat and place the model anywhere within 6" of the unit, before tidying up the combat. The unit is at -1 Command value for the remainder of the turn as a result of their officer's decision to abandon them.

FLOGGING OFFICER (5PTS)
This officer has built up a nasty reputation for brooking no ill discipline in his ranks, and does not spare the whip when reprimanding his men. His soldiers despise him, yet fear the repercussions of failure.

Play this strategy if there is a routing friendly unit within 6" of the officer. The unit automatically rallies. However, the demoralised unit's Command value and TAC points are both reduced by -1 for the remainder of the battle, to a minimum of 1.

RULES END

The Grand Strategies are the last piece of the rules puzzle – with these, the main game rules are complete. In the next few sections you will find all the information you need to set up your battlefields and play scenarios, some advanced rules for playing siege battles, and the army lists so you can choose your force for battle. Don't worry if you've just skimmed through the rules for the first time and it seems like an awful lot to remember – after a few games the main rules will become second nature. The best advice is to follow the scenario rules on the following pages and just have a go! Look up rules as required and talk them through with your opponent as you go, until you're both familiar with them. Have fun!

THE MOST IMPORTANT RULE

The most important rule has been saved until last. Waterloo is a challenging game, in which players can field almost endless combinations of units on incredibly varied battlefields and scenarios. It is a game designed to be played in a spirit of friendly competition, where winning is often less important than having a good time with like-minded hobbyists. It is not a board game, with a rigid game grid and abstract playing pieces, but is instead a framework in which you can recreate one of thousands of battles of the 18th and early 19th centuries, or even invent clashes of your own.

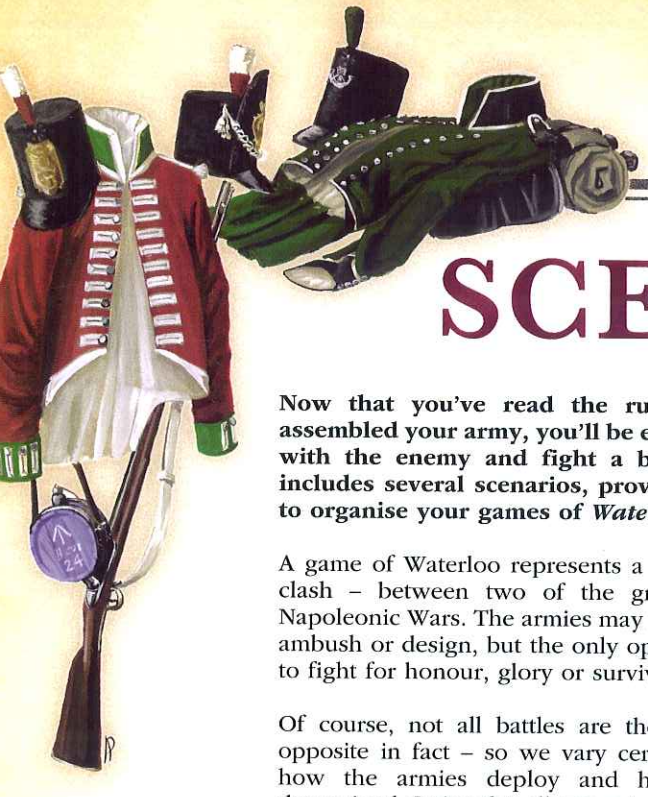
In a game of such ambitious scope, which contains so many variables, there will doubtless be times when rules disputes raise their head during a game. If a consensus can't be reached quickly, then we recommend rolling a dice or tossing a coin to see which player's interpretation holds sway on this particular occasion. Make a note of the dispute – after the battle, you can reason it out and decide what to do should the situation occur in the future. However, the 'roll a dice for it' method of resolution allows you to continue playing without disputes taking over your precious leisure time. In essence, try to resolve disputes and reason out ambiguities in the gentlemanly fashion espoused by the noble officers of the age (and we don't mean by duelling!).

'La Vielle Garde à Waterloo' (Anne S. K. Brown Military Collection, Brown University Library).

SCENARIOS

"All the business of war... is to endeavour to find out what you don't know by what you do; that's what I called 'guess what was at the other side of the hill'."

- Wellington



SCENARIOS

Now that you've read the rules, and probably assembled your army, you'll be eager to get to grips with the enemy and fight a battle. This section includes several scenarios, providing a framework to organise your games of *Waterloo* around.

A game of Waterloo represents a clash – or part of a clash – between two of the great powers of the Napoleonic Wars. The armies may have met by chance, ambush or design, but the only option to them now is to fight for honour, glory or survival!

Of course, not all battles are the same – quite the opposite in fact – so we vary certain details, such as how the armies deploy and how the winner is determined. Doing this allows us to reflect the particular situation of the clash – classic battlelines, a fight over a vital strategic position, the defence of an embattled town, and so on – creating a 'scenario' for the game.

The scenarios given on the following few pages represent 'snapshots' of larger battles, where the armies are of roughly the same size and the situation gives neither side a particular advantage. Given the scale of the game, it may be easier to think of these as small set pieces that could constitute a larger engagement. For example, the Battle for the Farm scenario could easily be used to represent the struggle for Hougoumont (and, indeed, you will see that we do just that in section on campaigns, beginning on page 212).

PICK A SCENARIO

There are two ways that you can choose which scenario to use. The first is to pick randomly, by rolling on the Scenario table, right. You'll notice that the Pitched Battle scenario is the most likely to be rolled, followed by the Take and Hold scenario. This is intentional, as these two scenarios provide the most straightforward match-ups between two armies, and thus require the fewest special rules or items of bespoke scenery. As a result, you'll often find these two scenarios used more often than not in competitive games, like those played at organised tournaments. However, as your scenery collection grows and you become more tactically minded, you'll probably relish the challenge of rolling on the table and playing a random scenario.

The second method is to discuss the matter with your opponent and agree which battle you both want to fight. This gives the maximum amount of choice and ensures that you don't end up in a scenario that neither of you wants to play. This is also the preferred option if you are attempting to re-fight a historical battle – simply choose the scenario that most closely resembles the engagement you are recreating.

SCENARIO TABLE

2D6	Scenario
2	Battle for the Farm (page 90)
3	King of the Hill (page 91)
4	Surprise Attack (page 93)
5-7	Pitched Battle (page 89)
8-9	Take and Hold (page 92)
10	Last Stand (page 94)
11	Meeting Engagement (page 95)
12	Hold the Village (page 96)

Battle of Fuentes d'Onoro, Spain, May 5, 1811. The British army under Wellington defeat the French under Massena in a close run battle, which was turned by the charge of the British Horse Artillery under Captain Ramsey (The Art Archive/ Parker Gallery London/ Eileen Tweedy).

BUILD YOUR OWN

There is a third way to choose a scenario, of course – make your own! The eight scenarios presented here are designed to give you a challenging, balanced gaming experience, but there's nothing to stop you devising your own. There are some guidelines on how to go about this in the Campaigns section.

THE BATTLEFIELD

With your armies selected, the next thing you will need to do is to set up a suitable battlefield using the terrain in your collection.

The first thing to determine, however, is the size of the battlefield itself. In some ways, the size of the gaming board you have at your disposal dictates the maximum size of game you can play. Games of 1,000 points or less will work on a 6' x 4' table, although some players prefer the freedom to manoeuvre offered by a 6' square table. Games of 1,000 to 2,000 points definitely need an area of around 6' square, while games of 2,000 points plus will need larger areas still (6' x 8' is recommended for all but the largest games). If you've played many wargames before you'll notice that these table dimensions are a bit larger than your typical game – that's an inevitable by-product of the scale and scope of using Napoleonic formations and tactics with 28mm miniatures.

SETTING UP TERRAIN

The number of terrain pieces you use in your games really depends on your personal preference and what you have available in your terrain collection. As a rule of thumb, we recommend using a minimum of one terrain feature for every 2' square of gaming table you're using (e.g. if you have a 6' x 4' table, you'll need 6 pieces of scenery). This limit doesn't include roads, but does include river sections. A 'terrain feature' or 'scenery piece' can be defined as any substantial item of scenery between 4" and 12" in diameter, or up to 12" of linear barriers. No more than a third of the features you use should really be defensible terrain features, and any defensible features should be spread out so as not to confer an advantage to either side. Some scenarios specify the use of particular defensible features – in these instances, avoid using others, as their inclusion can sometimes imbalance the scenario.

MODULAR TERRAIN BOARDS

One way of assembling a gaming area that is common to many historical gamers is the modular method. Modular gaming boards are made from 2' square sections, each with some details, such as roads, hills and rivers, modelled into them. They can be set up in a variety of configurations, and the only limit to the size of battle you can accommodate is how much floor space you have to lay them out in, and storage space you have to keep them in. The examples shown below are from the private collection of Napoleonic aficionados and expert miniatures designers Alan Perry and Michael Perry. More examples of their great terrain can be found on page 206 onwards.

A magnificent scenario set-up using modular terrain boards and hundreds of figures.

RANDOM TERRAIN CHART

2D6	Terrain Piece
2	No terrain this time.
3	**Small building** Roll a further D6: 1-2 – Homestead or small chapel 3-4 – Barn or collection of small outbuildings 5-6 – Small ruin
4	**Large building** Roll a further D6: 1-2 – Large farmhouse, inn or manor 3-4 – Mill (Can be a watermill if the board also contains a river) 5-6 – Large church
5	**Hill** Roll a further D6: 1-4 – Ordinary hill 5-6 – Scree slope on one or more sides, or mine entrance
6	**Forest or orchard**
7	**Field** (walled field between 6" or 12" square. Multiples may be combined to form one larger field).
8	**Obstacles** Three 6" sections of one of the following obstacles – roll a D6: 1-2 – Fence 3-4 – Hedgerow 5-6 – Wall
9	**River** Roll a further D6: 1 – No crossing points 2-3 – Contains a ford 4-5 – Contains a bridge 6 – Contains D3 crossings of a type agreed by the players
10	**Water feature** Roll a further D6: 1-3 – Marsh or boggy ground 4-6 – Large pond
11	**Fortified terrain feature** Roll a further D6: 1 – Watch tower 2-5 – Fortified building, such as a farmhouse 6 – Palisade enclosure
12	**Settlement** D3 small buildings, D3 linear barriers, plus one roll on the Large Building part of this chart.

THE RANDOM SELECTION METHOD

Sometimes, you might like to randomly generate how many pieces of terrain you'll be using – this is a particularly useful method in competitive, tournament-style situations, as it ensures that neither player biases the amount of terrain to confer an advantage. You wouldn't really want to start playing a game with lots of terrain, for example, only to discover that your opponent was fielding an army almost entirely consisting of light infantry.

Using the random method, place at least D6+1 pieces of terrain upon the battlefield for any tabletop up to 6' x 4' in size, choosing the pieces from your terrain collection. For larger gaming areas, add D3 pieces of terrain for every additional 2' square of your board. If you have plenty of terrain to choose from, and you'd like to generate that randomly too, then roll for each piece on the Random Terrain chart (left) to determine what kind of terrain your army will fight over.

PLACING THE TERRAIN

There are two recommended ways to set up terrain. The first is to take it in turns to place the scenery. Roll off with your opponent. Starting with the player who scored the highest, the players then alternate placing terrain pieces, until all the terrain has been placed on the battlefield. Some terrain has to be placed in groups – so, for example, you can't just have one disembodied section of a river on the battlefield. Instead, you'd have to agree just how many 'pieces of terrain' constitute an entire river, and then place it in a logical fashion, with both ends of the model river running off a board edge.

The other placement method is for one player to set up all the scenery, and the other player to choose his preferred deployment zone (or whether to be the attacker or defender, depending on the scenario).

Note that some scenarios, such as Battle for the Farm and King of the Hill, specify at least one of the pieces of terrain that should be placed. If you roll one of these scenarios and do not have the required scenery, you'll need to use an approximation or roll again for a different scenario.

BUILDING A BATTLEFIELD

While you can just plonk your chosen terrain pieces down when setting up the battlefield, to get the most out of your game you'll benefit from tweaking the positions of the scenery so that they're aesthetically – rather than just tactically – pleasing. A battlefield looks (and plays) better if your terrain is spread out fairly evenly – not only does this make the game more exciting, but it does a much better job of recreating a 'realistic' setting. Similarly, you might want to group similar terrain pieces together to create a narrative for your battlefield. If you have several buildings and walls to place, why not place the buildings in a group and use the walls to define the edges of roadways or field boundaries? Or perhaps arrange your hills in such a way that your armies will be fighting across a valley or mountain pass? All of the battlefields in this book have been set up with such narratives in mind, but these are by no means the only options. The possibilities are endless.

The French storm the farm at La Haye-Sainte. By Richard Knötel (Photo: akg-images, London).

Finally, remember to quickly run through the terrain with your opponent, agreeing (if there is any doubt) what is difficult, impassable, defensible, etc, so that there is no confusion later in the game.

PLAYING SCENARIOS

Beginning on page 89 you will find the eight standard scenarios. Each of these is presented in the same format, so that it is easy to find the essential information that you'll need to play the game. The scenarios have a name, short descriptive introduction and battlefield map (which is really just a suggestion of how the battlefield could look). Alongside these, you will find one or more pieces of information, which are always presented in this order – The Battlefield, Deployment, Forces, Game Length, Victory Conditions and Scenario Special Rules. These headers provide the folowing information at a glance:

THE BATTLEFIELD

Accompanying the map are some notes on setting up the battlefield. While you can often just use the guidelines on placing terrain shown earlier, some scenarios have specific requirements.

DEPLOYMENT

With the armies chosen and the terrain set up, it's now time to deploy. Typically, a scenario will have two deployment zones marked out on the map, as well as instructions governing how the forces should be deployed. If the scenario doesn't state a particular method of deployment, then each player should roll a D6. The player who scores highest decides whether he wants to deploy first or second. The player who deploys first must place his army on the battlefield as per the scenario instructions.

Sometimes this section will also tell you which side gets the first turn – if it doesn't, then assume that you have to roll for Initiative as usual.

FORCES

Players can usually assume that their forces will be of equal size, and chosen from the relevant army lists, beginning on page 108. As a result, this category is not present in most of the scenarios on the following pages. When it does appear, it is because the scenario allows some special dispensation to one or both sides.

GAME LENGTH

Most battles run for ten game turns, at the end of which the winner of the game is determined using the Victory Conditions presented in the scenario rules. Some scenarios use alternative methods to determine the game length – where this is the case it will be clearly outlined in the scenario.

It should go without saying that if one player concedes the battle, the game ends and victory goes to his opponent. At this point the only gentlemanly thing to do is offer him a rematch!

VICTORY CONDITIONS

Each scenario has its own Victory Conditions by which players can judge who has won. This might entail scoring a certain number of 'Victory Points' (see below), holding a defensible feature at the end of the game, or taking and holding several objectives.

SCENARIO SPECIAL RULES

Some scenarios use unique special rules that confer extra abilities, restrictions or effects onto your games. These are called 'scenario special rules', and we've grouped all such elements into their own section, where they can be fully explained in an easy to find location.

Objectives and Scoring Units: Some scenarios use a number of objectives, which must be held by troops in order to win the battle. Objectives can be anything from chests of enemy loot and captured colours to key positions such as hills and fortified buildings. To hold an objective, a player must have a 'scoring unit' within 6" of it or actually be occupying it at the end of the game, with no enemy scoring units closer to it. A scoring unit is any infantry (line or light infantry) battalion with at least two companies remaining – cavalry, artillery and independent officers may not hold objectives.

Random Game Length: Some scenarios do not last for a set number of turns, but instead can end unexpectedly. This provides a real tactical challenge, as you don't quite know how long you have left to achieve your objectives. Play for 8 turns – at the end of the eighth turn, the player who had the Initiative rolls a dice. On a 2+ the game continues, and on a 1 the game ends. Next turn, repeat the procedure, but the game ends on a 1 or 2. On turn ten, the game ends on a 1-3, etc. Continue in this fashion – the game will always continue on the roll of a 6, or until one player concedes!

Reserves: Some scenarios allow one or both sides to bring on Reserves. A proportion of the army is held back as reinforcements, and is not deployed at the start of the battle. Units kept in reserve arrive later in the game – at the start of the player's second turn, he must roll a D6 for each of his units and consult the chart below.

Reserves move on from a specified board edge (as per the scenario rules), and can adopt any legal formation that doesn't prohibit movement. Artillery held in reserve arrives limbered. Reserves may not charge in the turn they arrive, because they move into play after charges have been resolved, but they otherwise act normally.

RESERVES CHART

Turn	Reserves arrive on a...
2	6
3	5+
4	4+
5	3+
6	2+
7+	Auto

Victory Points: The usual way of determining a victor. At the end of a battle, total up the number of victory points scored by both sides. If one player has scored at least 50% more points than his opponent, then he wins, otherwise, the result is a draw. For example, at the end of a battle, one player scores 750 points. That means his opponent must score 1,125 points to win (750 + half as much again (375) = 1,125).

You receive points for wiping out or damaging enemy units, and for claiming table quarters and capturing colours. Points are awarded at the following rate:

Condition	VPs
Infantry unit destroyed or routing	100
Infantry unit at half strength	50
Cavalry (light) destroyed or routing	150
Cavalry (light) at half strength	75
Cavalry (heavy) destroyed or routing	200
Cavalry (heavy) at half strength	100
Artillery battery destroyed or routing	150
Artillery battery at half strength	75
Army General killed	100
Other independent officer killed	50
Colours captured	100
Table quarter captured*	50

NB. Units that are routing when the battle ends count as 'destroyed'. Units that began the game with an odd number of companies must lose more than half to count as being reduced to 'half strength'.

*At the end of the battle, divide the tabletop into equal sized quarters. To capture a table quarter, a player must have more scoring in the quarter than his opponent.

THE SCENARIOS

On the following pages you find the aforementioned eight scenarios, each designed to provide an exciting, balanced gaming experience. If you're more interested in campaigns, historical re-fights and narrative battles, then turn to page 212 instead.

Right: French line infantry officer and standard bearer, 1812.

Pitched Battle

SCENARIO 1

This is the 'standard' scenario in many respects – the opposing armies face each other across the battlefield, with mirrored deployment zones, making for a very balanced game. If you're just learning the rules, it's recommended that you play this scenario first.

THE BATTLEFIELD

Set up the terrain in a mutually agreeable fashion, or use the guidelines for random terrain generation provided earlier.

DEPLOYMENT

The armies set up on opposite long table edges (or just opposite edges if your table is square!). Forces may deploy up to 12" onto the board, and no closer than 12" to either short board edge, as shown on the map. Use the standard method of deployment as detailed on page 87. The player who sets up first may add +1 to the Initiative roll on the first turn.

GAME LENGTH

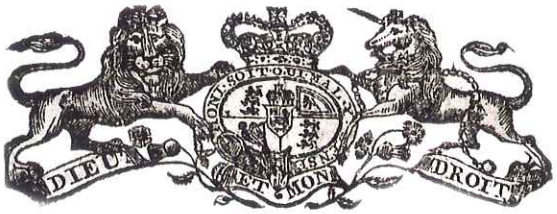
The game lasts for 10 game turns.

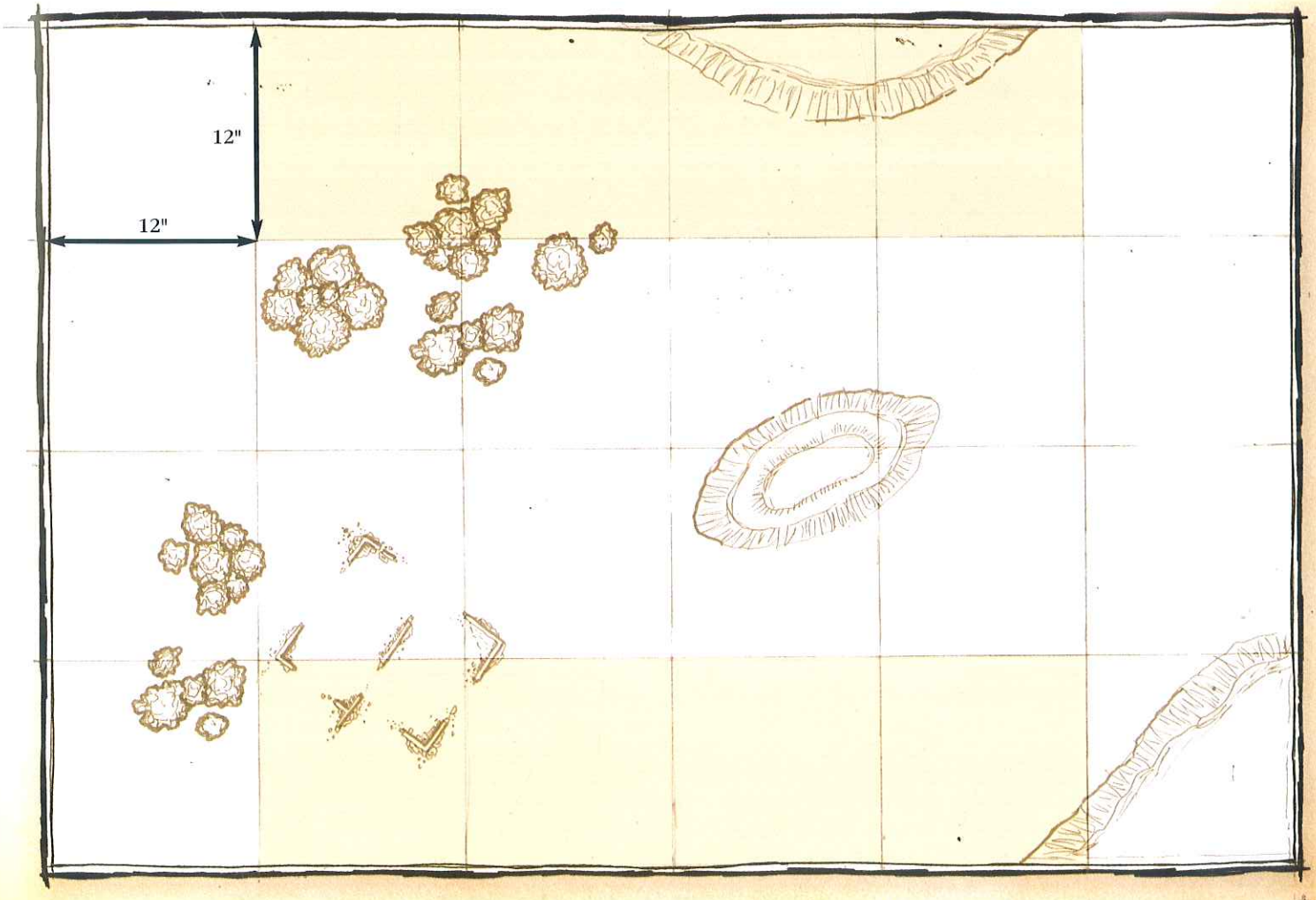
VICTORY CONDITIONS

At the end of the tenth turn, Victory Points are used to calculate the winner of the game.

SCENARIO SPECIAL RULES

Apart from Victory Points, there are no special rules for this scenario.





SCENARIO 2

BATTLE FOR THE FARM

This scenario is inspired by the tales of heroism and bloody mindedness that characterised the famous encounters at Hougoumont and La Haye Saint. An attacking force must try to take a vital objective before the defenders can reinforce the position.

THE BATTLEFIELD

This scenario is best played on a square table. The centre of the battlefield is dominated by a farm, which comprises outbuildings (defensible positions), walls (which may be fortified and thus use the Fortress rules) and at least one large gate. The exact layout depends on your scenery collection. Try to ensure that there are at least three distinct 'sections' to the farm layout – these three are designated as the objectives for the game. There should be no other buildings on the rest of the board, but players should feel free to place forests or orchards as shown below, fenced fields and dirt tracks – anything that you'd expect to find on or around a farm.

DEPLOYMENT

One army is the attacker, and one is the defender – dice off if you can't decide which is which. The defender deploys half his units (rounding up, and containing the army general) within 12" of the centre point (zone A). The rest are held in reserve. The Attacker deploys his entire force within zone B (up to 12" on from the edge), but no closer than 12" to an enemy unit or occupied building. Reserves arrive from edge C.

Forces: If the players agree to use the Siege rules (see page 97 onwards) to fight over the farm walls, then any infantry unit in the attacking force may be equipped with ladders.

GAME LENGTH

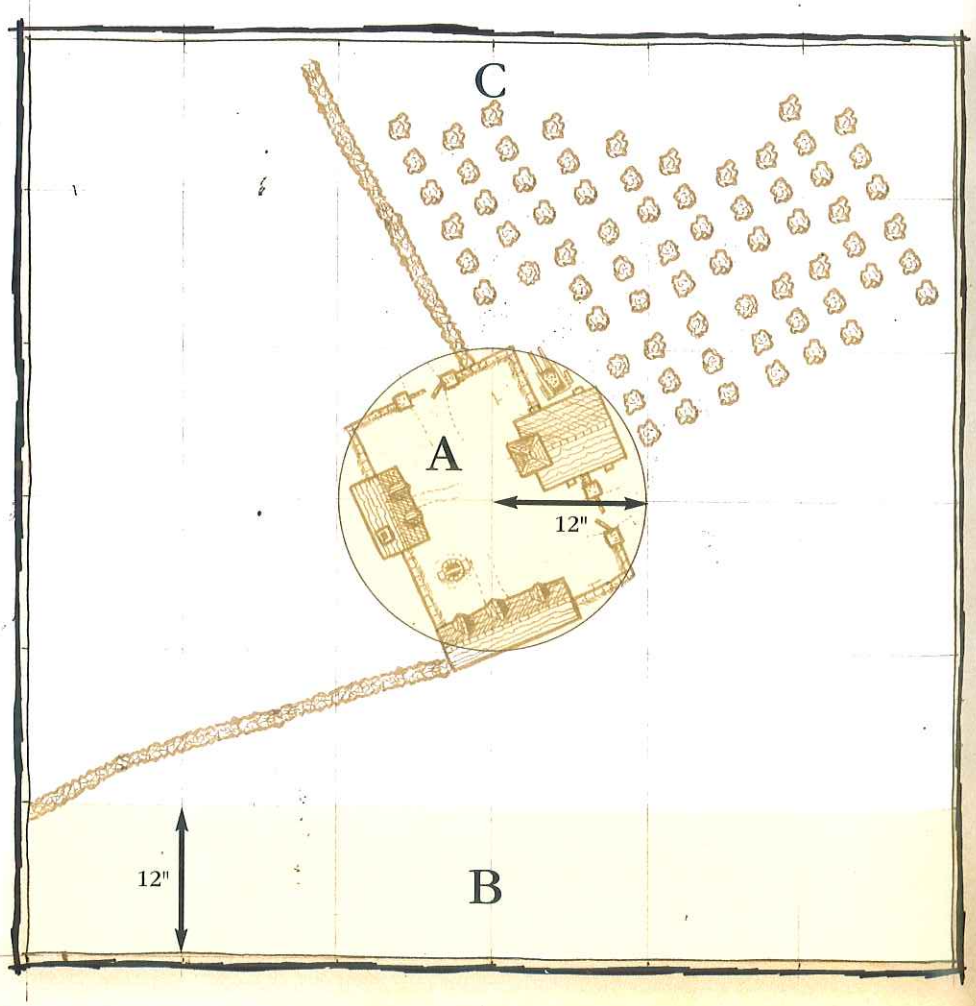
The game lasts for 10 turns.

VICTORY CONDITIONS

At the end of the game, the side with the most objectives held is the winner.

SCENARIO SPECIAL RULES

Reserves; Objectives.



King of the Hill

Scenario 3

There are times when the common soldier can scarce understand the orders of his commanders, only rue the hard slog of the march and mourn the loss of his comrades. This scenario represents just such a situation – both sides are fighting to control a tactically important ridge, and will stop at nothing until they've planted their colours upon the hill.

THE BATTLEFIELD

Set up the scenery in a mutually agreeable fashion. There should be a large hill or, if the players agree, an important objective (such as a church, an inn, etc) roughly in the centre of the board.

DEPLOYMENT

The armies deploy on opposite long edges of the board, no more than 12" onto the board and no closer than 12" to either short edge. Dice off to see who sets up first. The player who sets up first also gets the Initiative in the first turn.

Both players may choose to hold up to half their units in reserve. If they do so, then the General must begin the game on the board.

GAME LENGTH

The game lasts for 10 turns.

VICTORY CONDITIONS

The winner is the side that controls the central objective at the end of the game. If neither side controls it, then the winner is calculated using Victory Points.

SCENARIO SPECIAL RULES

Reserves; Objectives; Victory Points.

SCENARIO 4

TAKE AND HOLD

This battleground has been identified as strategically important by the opposing commanders. Perhaps it centres on a crossroads that provides vital supply lines, or a steep hill that overlooks the field of the next day's fighting. Either way, you must hold this bloody ground whatever the cost!

THE BATTLEFIELD

Set up the scenery in a mutually agreeable fashion. The players must then take it in turns to place three objectives on the board – no more than two of these may be defensible features (dice off to see which player starts placing the objectives). Objectives may not be placed in a deployment zone, within 12" of the centre point of the board, nor within 12" of each other.

DEPLOYMENT

The armies set up on opposite long table edges (or just opposite edges if your table is square!). Forces may deploy up to 12" onto the board, and no closer than 12" to either short board edge, as shown on the map. Use the standard method of deployment as detailed on page 87. The player who sets up first may add +1 to the Initiative roll on the first turn.

GAME LENGTH

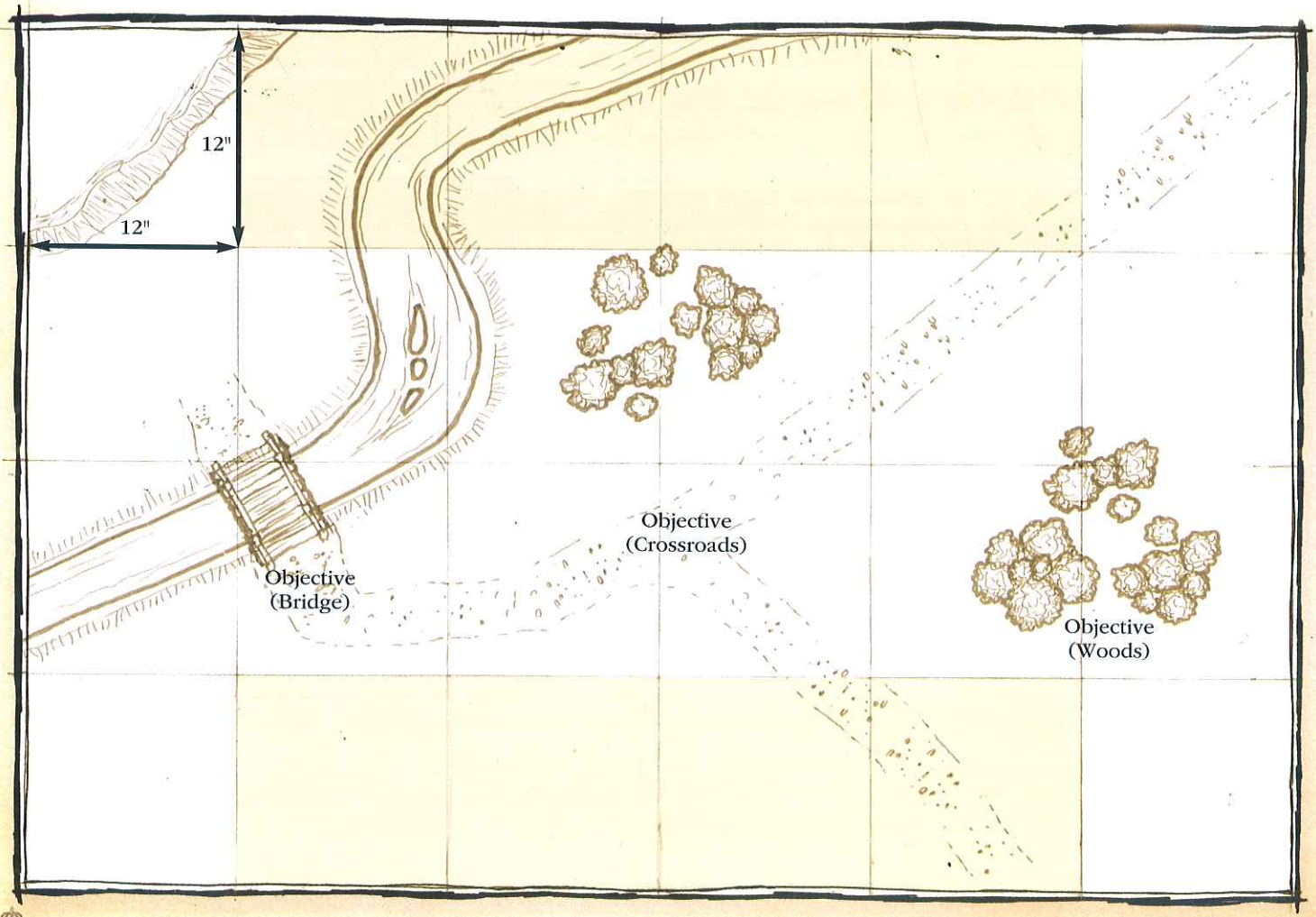
The game lasts for 8 turns, after which you should use the Random Game Length rules to see exactly when it ends.

VICTORY CONDITIONS

The winner is the side that controls the most objectives when the game ends.

SCENARIO SPECIAL RULES

Objectives; Random Game Length.



Surprise Attack

SCENARIO 5

An army on the march fears nothing more than an enemy ambush. While intelligence usually prevents such a circumstance, sometimes a force will be caught out while attempting a forced march or fighting retreat. In this scenario, an army on the move is ambushed by an enemy vanguard, and barely has time to form up before battle is joined.

THE BATTLEFIELD

Set up the scenery in a mutually agreeable fashion. There should be a road running from long edge to long edge, roughly in the centre of the board.

DEPLOYMENT

Decide who will be attacking and who will be defending. The defender deploys in the zone marked A on the map below. The attacker then splits his army into two forces – this can be done as he wishes, but each force must contain at least a third of the starting number of units, rounding up. These are then deployed in the two zones marked B. The attacker gets the first turn.

GAME LENGTH

The game lasts for at least 8 turns.

VICTORY CONDITIONS

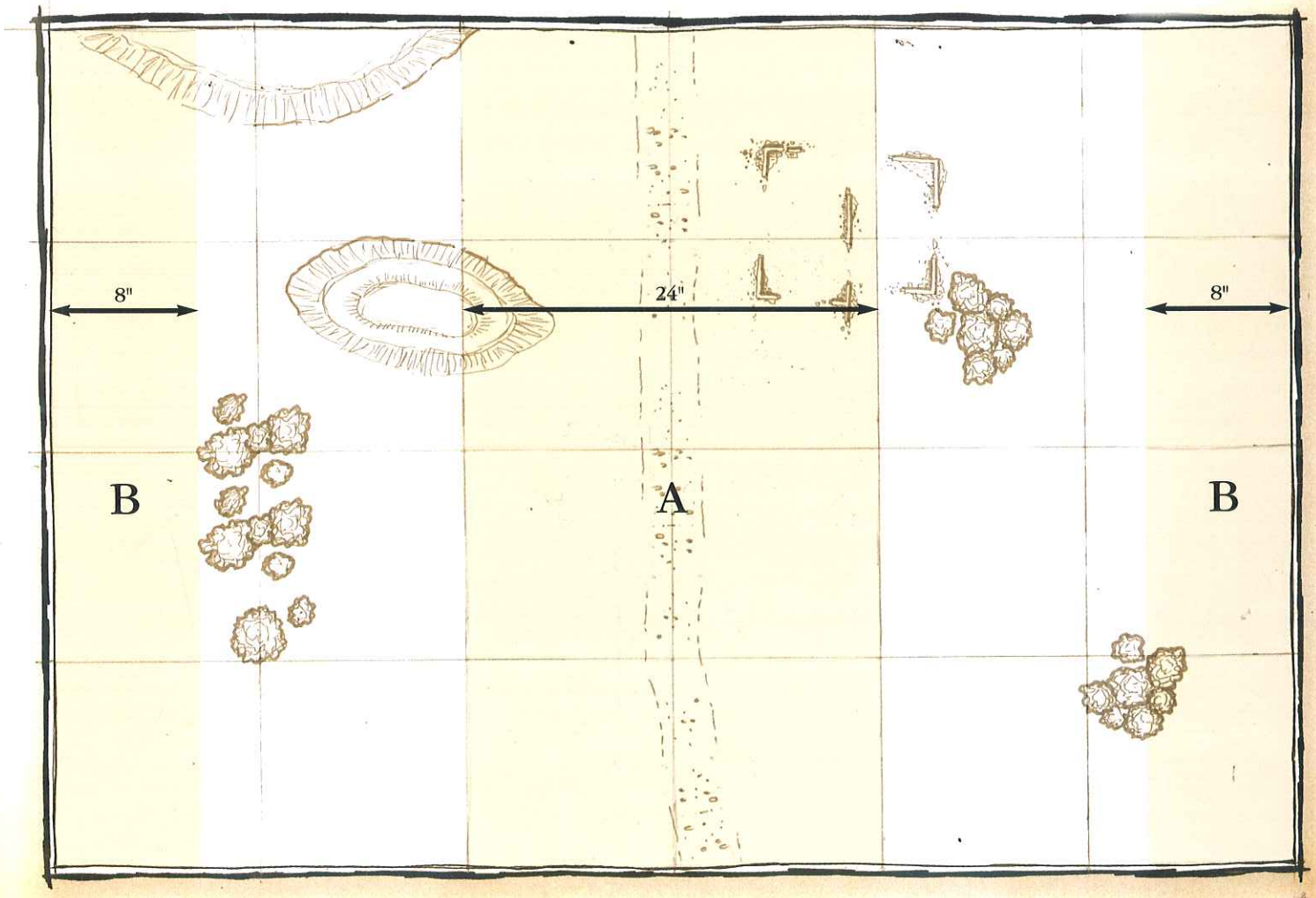
The attacker wins if more than half the defender's units are fleeing or destroyed at the end of the game. The defender wins if the attacker has failed to meet his objective.

SCENARIO SPECIAL RULES

Victory Points; Random Game Length.

"Napoleon has humbugged me, by God; he has gained twenty-four hours' march on me."

- Attributed to Wellington prior to Waterloo



SCENARIO 6

LAST STAND

This scenario represents perhaps the closing stages of a large battle, with one side refusing to give in despite the rest of their army lying in tatters. Use this set-up if you wish to recreate bold infantry squares trying to hold out against prolonged assaults from cavalry, or iconic moments such as the last stand of the Imperial Guard at Waterloo.

THE BATTLEFIELD

Set up the scenery in a mutually agreeable fashion. The scenario works best if there aren't too many defensible features on the tabletop, although some linear barriers around the defender's deployment zone would be quite characterful. The central deployment zone (see Deployment, below, and the map) may include a single hill and/or some linear barriers if you wish, but no other scenery may be placed within this area.

DEPLOYMENT

The defender marks out a square deployment zone, with each side extending 18" from the centre of the board (if you are playing a very large game, and/or the board is larger than 6' square, this area may be extended). The attacker's entire army starts the game off the board. Instead of using the Reserves special rules, the attacker rolls a D6 for each of his units at the start of the first turn. The score determines which board edge the unit enters from (see map). Each unit then moves onto the board from any point on that edge, as if they had just arrived from reserve. The attacker gets the first turn.

GAME LENGTH

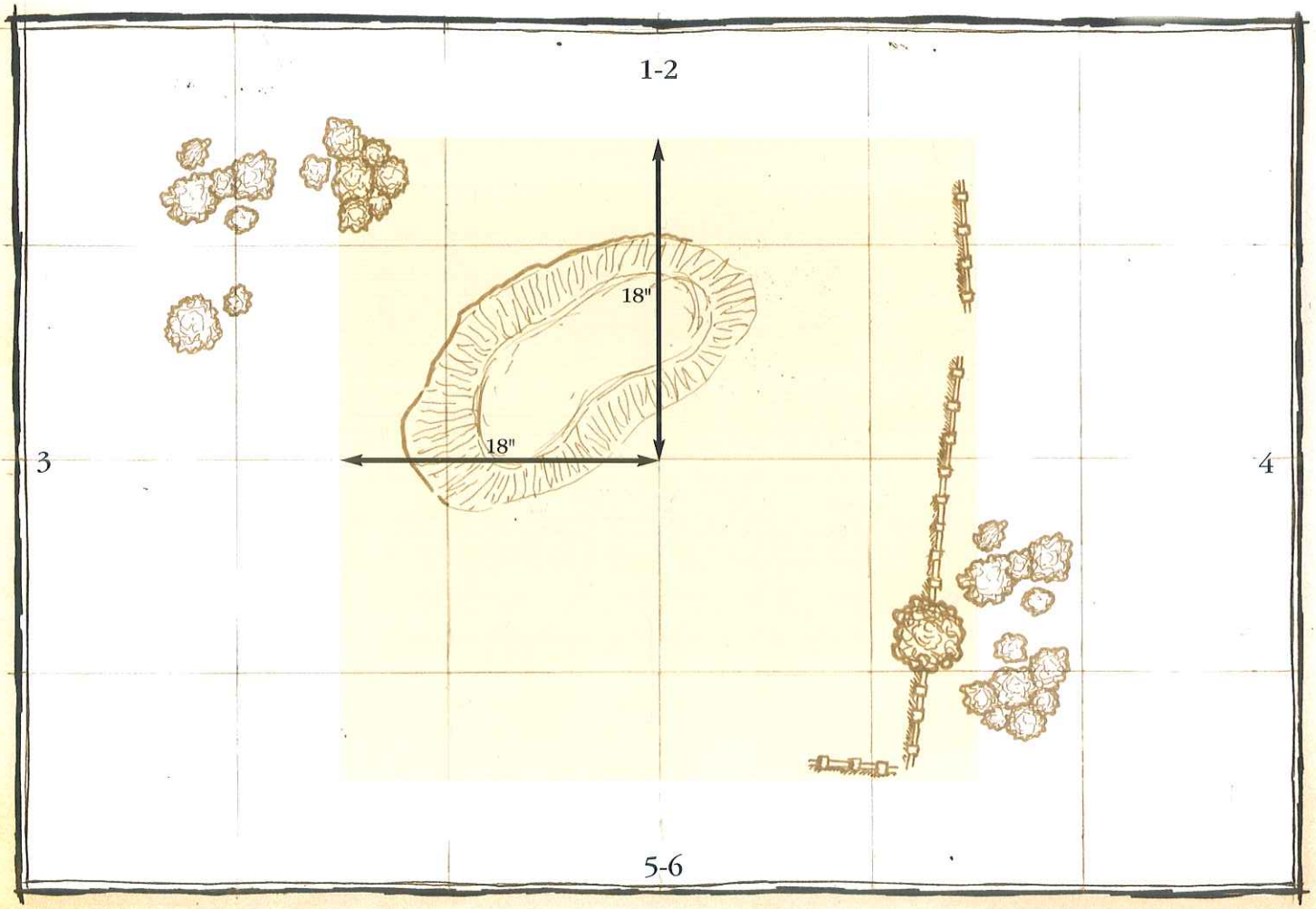
The game lasts for at least 8 turns.

VICTORY CONDITIONS

The attacker wins if more than half the enemy units are fleeing or destroyed when the game ends. The defender wins if the attacker has failed to meet his objective.

SCENARIO SPECIAL RULES

Victory Points; Random Game Length.



Meeting Engagement

Scenario 7

This scenario is another take on the classic pitched battle, but pits the opposing armies against each other in a somewhat less ordered fashion. Perhaps the forces have already begun their manoeuvres, one of the forces has been taken by surprise, or they were not fully prepared for the engagement and were forced to deploy hastily.

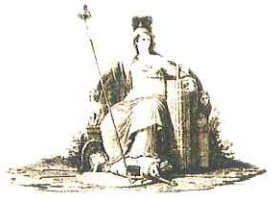
The Battlefield
Set up the scenery in a mutually agreeable fashion.

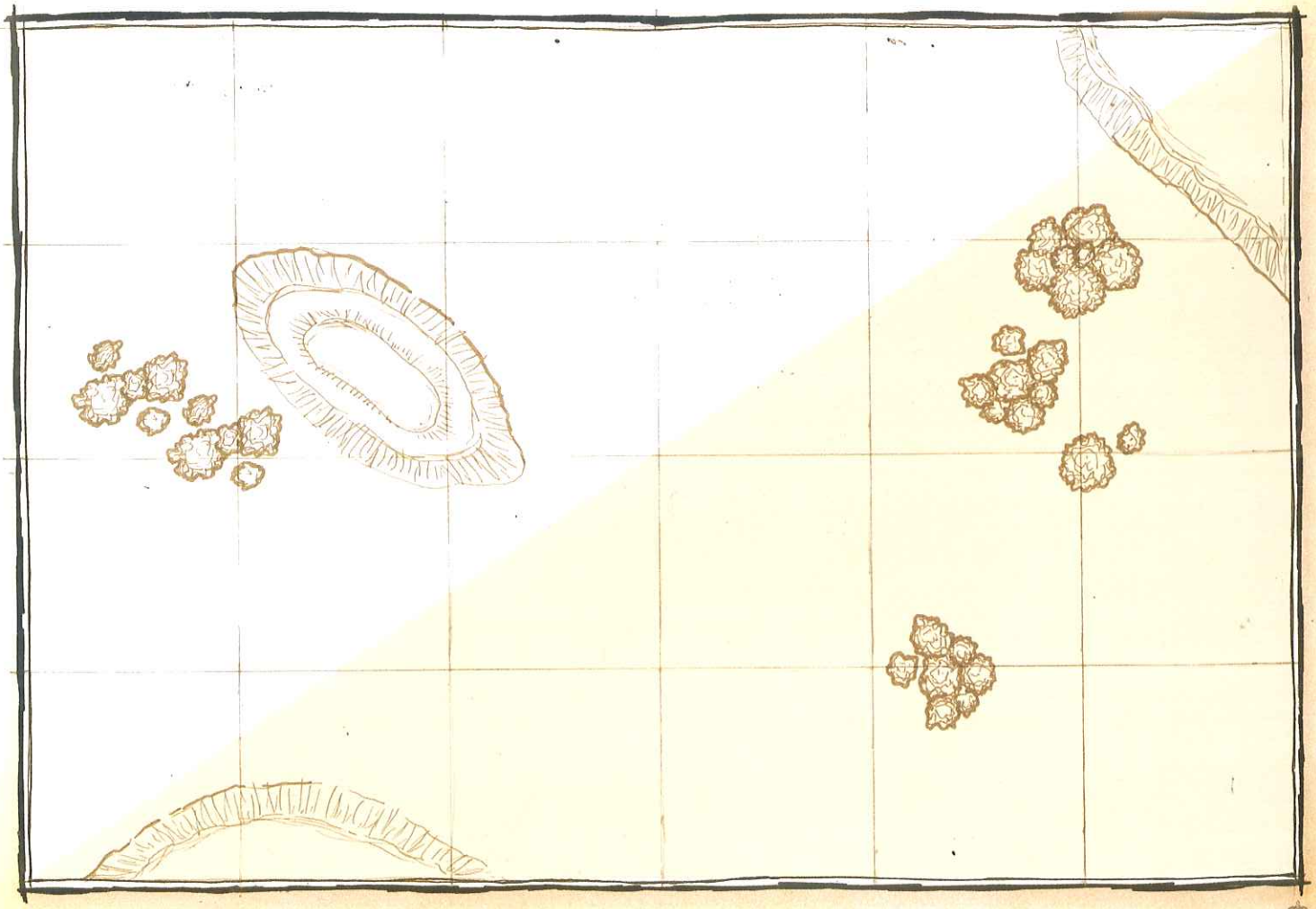
Deployment
If you aren't using the guidelines from page 86, then dice off to see which table edge you get and who deploys first. The player who scores highest may deploy one unit in his deployment zone (marked on the map by the diagonal line). The other player then places a unit in his deployment zone, but no closer than 18" to an enemy unit. Continue in this fashion until all units are placed. Independent officers are placed all at once, after all other units, and count as a single placement regardless of how many there are.

Game Length
The game lasts for at least 8 turns.

Victory Conditions
When the battle ends, Victory Points are used to calculate the winner of the game.

Scenario Special Rules
Random Game Length.





SCENARIO 8

HOLD THE VILLAGE

Villages and towns provided vital strategic points for armies on campaign. They were important not only for their defensible positions, but also provided shelter for soldiers, protected main roads to enable resupply, or even allowed armies to encourage a local populace to rise up against an oppressor. With an enemy army ensconced in a settlement, sometimes the only option was to assault them to drive them out.

THE BATTLEFIELD

Arrange the scenery so that one half of the table contains 2-4 buildings (representing the outskirts of a small town or village), and the other contains a hill and perhaps some fields and/or small woods. If possible, lay out a road bisecting the board, leading into the village. For larger games, you may like to include more buildings, and a crossroads or bridge near the settlement, representing a more important strategic objective.

DEPLOYMENT

Dice off to see who is the attacker and who is the defender. The defender deploys first, placing roughly half his units within 6" of his table edge (the side with the settlement), and the other half outside that area, but no more than halfway onto the board (see map).

The attacker's entire army starts the game off the board. Instead of using the Reserves special rules, the attacker's army moves onto the board from his table edge (opposite the defender's) in his first Movement phase. Each unit moves onto the board from any point on that edge, as if they had just arrived from reserve.

The Attacker gets the first turn.

GAME LENGTH

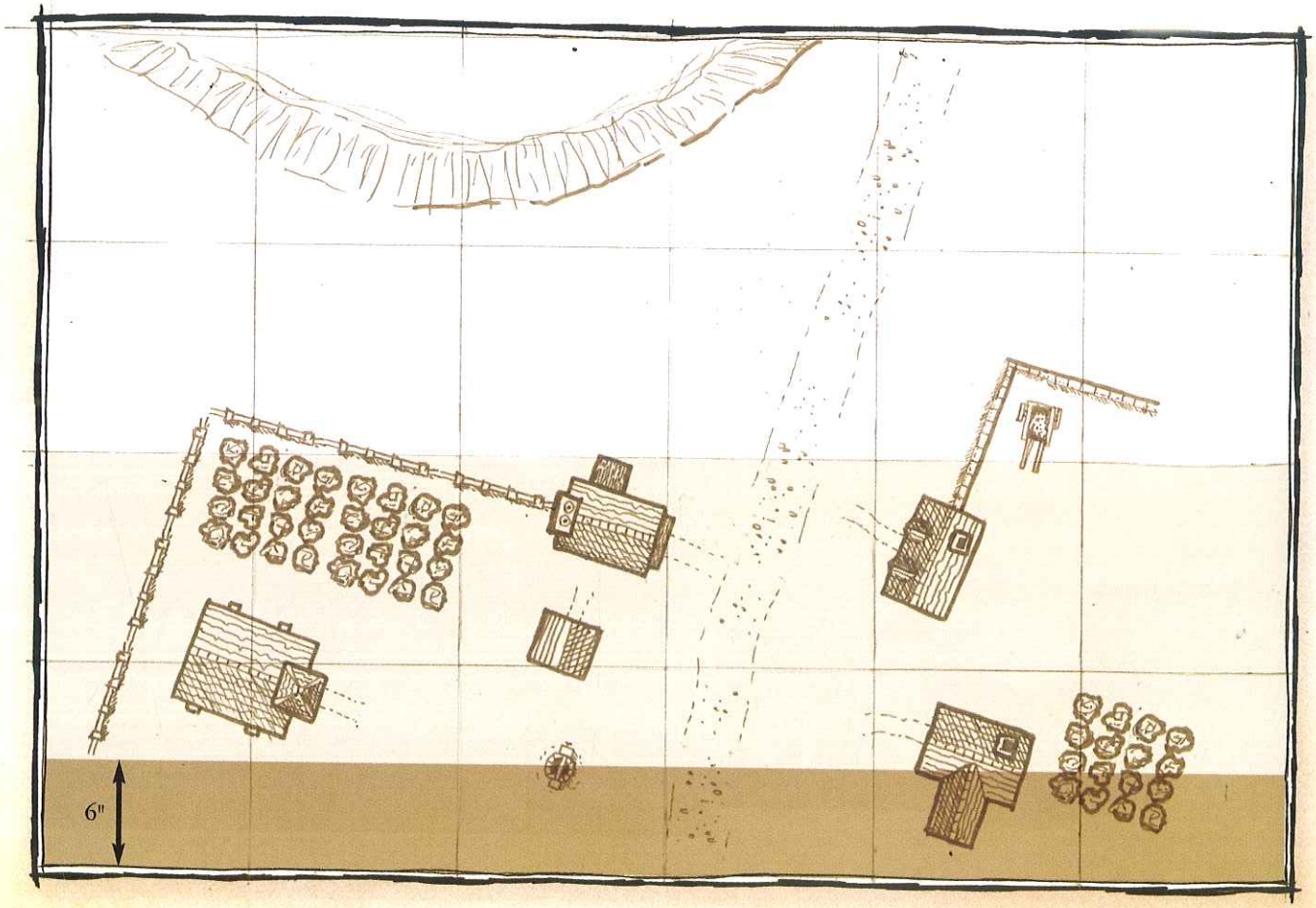
The game lasts for at least 8 turns.

VICTORY CONDITIONS

When the battle ends, Victory Points are used to calculate the winner of the game.

SCENARIO SPECIAL RULES

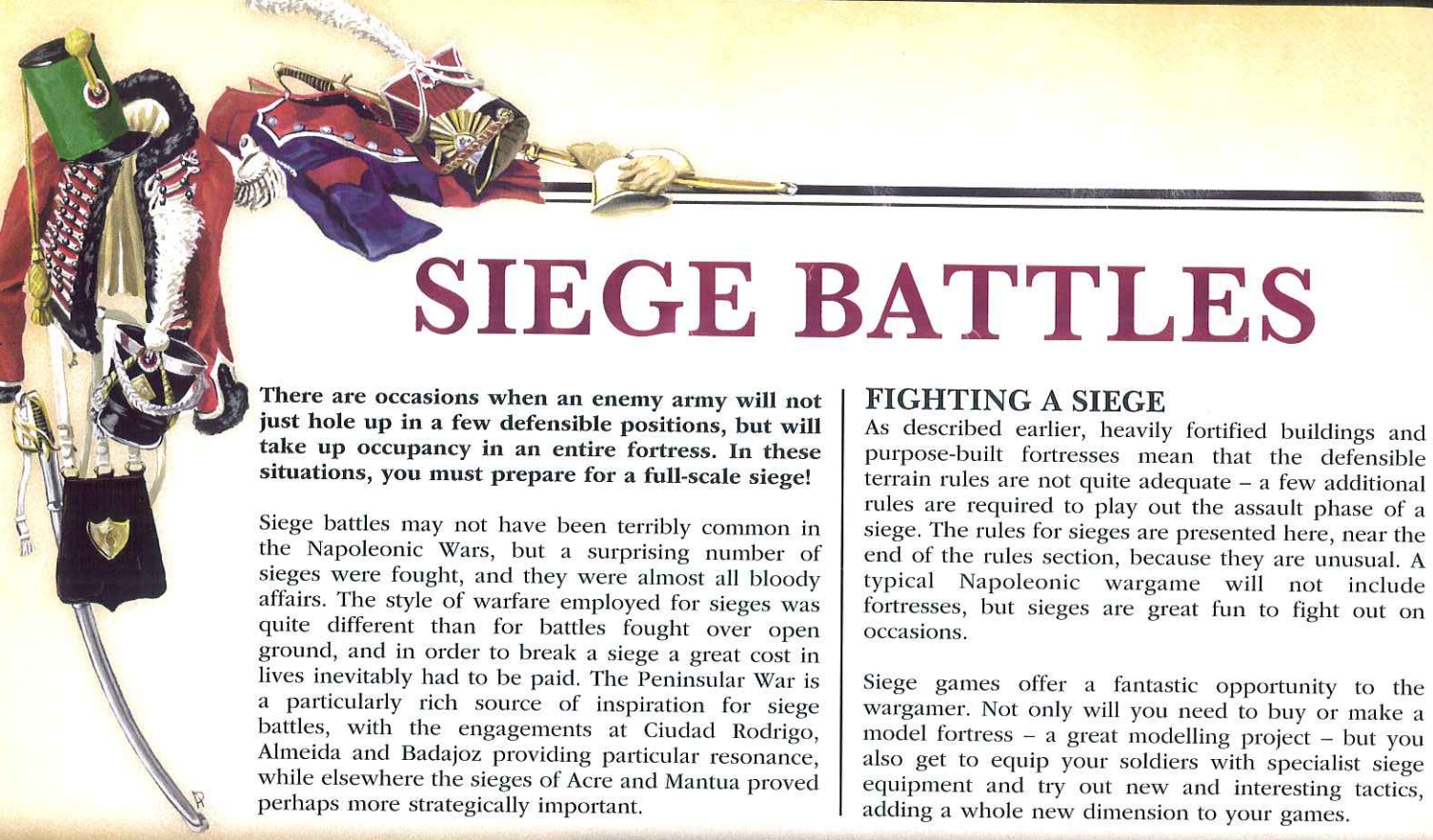
Victory Points; Random Game Length. Each building is worth an additional 100 Victory Points to the side that controls it. To control a building, a unit must either be garrisoning it, or be within 6" of it with no enemy models closer to it.



SIEGES

"The fate of a nation may sometimes depend upon the position of a fortress."

- Napoleon



SIEGE BATTLES

There are occasions when an enemy army will not just hole up in a few defensible positions, but will take up occupancy in an entire fortress. In these situations, you must prepare for a full-scale siege!

Siege battles may not have been terribly common in the Napoleonic Wars, but a surprising number of sieges were fought, and they were almost all bloody affairs. The style of warfare employed for sieges was quite different than for battles fought over open ground, and in order to break a siege a great cost in lives inevitably had to be paid. The Peninsular War is a particularly rich source of inspiration for siege battles, with the engagements at Ciudad Rodrigo, Almeida and Badajoz providing particular resonance, while elsewhere the sieges of Acre and Mantua proved perhaps more strategically important.

FIGHTING A SIEGE

As described earlier, heavily fortified buildings and purpose-built fortresses mean that the defensible terrain rules are not quite adequate – a few additional rules are required to play out the assault phase of a siege. The rules for sieges are presented here, near the end of the rules section, because they are unusual. A typical Napoleonic wargame will not include fortresses, but sieges are great fun to fight out on occasions.

Siege games offer a fantastic opportunity to the wargamer. Not only will you need to buy or make a model fortress – a great modelling project – but you also get to equip your soldiers with specialist siege equipment and try out new and interesting tactics, adding a whole new dimension to your games.

Despite the fortifications, the French attackers manage to break down the gates at Hougoumont.

FORTRESSES

A 'fortress' can be anything from a purpose-built palisade fort, a refitted medieval castle or even a fortified farm complex. In game terms, anything that has battlements and a defensible gate can be called a fortress. A fortress always comprises wall sections and a gatehouse, and sometimes towers, too. Parts of a model fortress should ideally be divided into 6"-12" sections for the sake of convenience (each will be dealt with separately for the purposes of working out occupancy, and you might even need to blow them up during a battle!). Fortress walls should be at least 2" high, assuming that you're using the standard scenery scale described earlier. Towers count as enclosed buildings with battlements at the top – to qualify, they must be noticeably taller or sturdier than the adjacent wall sections.

Every section of a fortress is treated in exactly the same way as a defensible terrain feature. Things like farm buildings were covered in the Defensible Terrain section on pages 72-75, while purpose-built fortresses have the following characteristics:

FORTRESS SUMMARY

Type	Res. Bonus	Save	Damage Threshold	Who Can Occupy?
Palisade	+1	5+	24	Infantry, Artillery
Wall, wood/adobe	+1	5+	36	Infantry, Artillery
Wall, stone	+2	4+	40	Infantry, Artillery
Gatehouse, wood/adobe	+1	5+	40	Infantry
Gatehouse, stone	+2	4+	48	Infantry, Artillery
Tower, wood/adobe	+2	4+	40	Infantry, Artillery
Tower, stone	+2	3+	48	Infantry, Artillery
Fortress Gate	n/a	n/a	18	n/a
Makeshift Gate	n/a	n/a	12	n/a
Inner Doors	n/a	n/a	6	n/a

The capacity rating of all fortress battlements is based on the number of companies that will physically fit upon them. The internal parts of a tower may be occupied separately from the battlements – purpose-built towers in fortresses have an internal capacity of 8, while 'towers' made from farmhouses, etc, have a capacity equal to their building type.

Opposite: The defence of the Castle of Burgos, October 1812 (Photo: akg-images, London/ Erich Lessing).

DEFENSIBLE TERRAIN OR FORTRESS?

Farmhouse complexes are quite ambiguous – if your farm looks a bit ramshackle or 'ordinary', you might well decide to just use the defensible terrain rules, treating it as a group of separate buildings and a walled courtyard. If it's a sturdy, large affair, and the troops have obviously barricaded the gates, doors and windows, and fortified the walls, then the siege rules may be more appropriate. Rather than second guess your scenery collection, we've left it up to you!

OCCUPYING A FORTRESS SECTION

All fortress components are treated in much the same way as defensible features, and have specific entry and exit points. The feature may be occupied in exactly the same way as a defensible feature, except that at least one of the companies in the occupying unit must be in contact with an entry point when they move into or on to the fortress. For wall sections (and possibly gatehouses), this will be stairs or ladders, while for towers it will likely be a doorway. Only units that began their Movement phase on the inside of the fortress (in the courtyard, for example) can occupy a fortress section. Just as noted in the Defensible Terrain section, the occupiers of a fortress section are treated as Stubborn for as long as they hold it.

LEAVING A FORTRESS SECTION

Occupying units may leave a fortress section in the same way as for a defensible feature, but they may only move to the inside of the fortress (i.e. into the courtyard), because that's where the exit point is. As with defensible terrain features, a unit may not leave a fortress section if there is an enemy unit within 6" of the exit point.

SHOOTING FROM A FORTRESS

The manner in which defending units fire from fortifications really depends upon the type of structure they occupy, and the model that you are using to represent said structure.

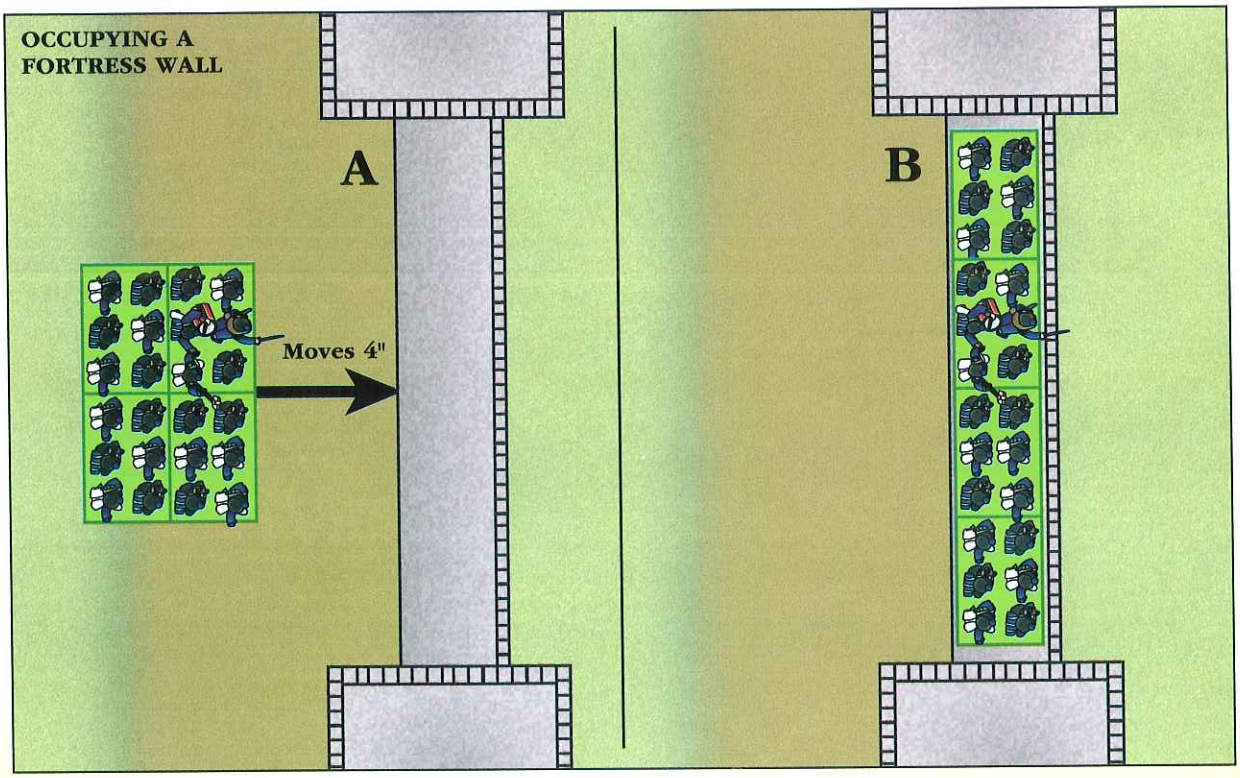
If the model is an enclosed tower, and the defenders are inside it rather than on the battlements, then treat the unit exactly as if it were occupying a defensible terrain feature. See pages 72-75 to remind yourself of the rules. Models may fire all around the tower only if there are fire points (windows, vision slits and the like) in the appropriate places. If there are no feasible fire points on one facing, then you may not fire in that direction.

For open battlements, including the roofs of towers, the usual rules for shooting must be adhered to for defenders.

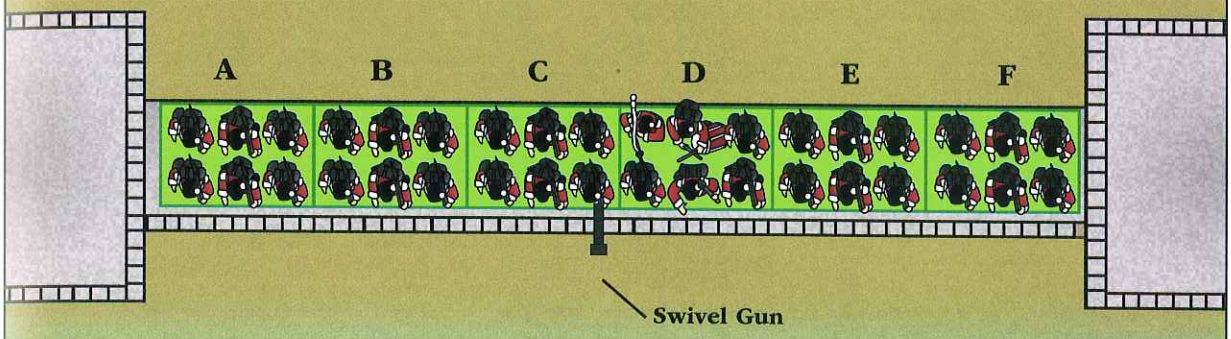
Finally, the Siege scenario (see page 105) allows the defender to set up several swivel guns on the battlements of his fortification. In this instance, one company on the battlements may forego its shooting and fire the swivel gun instead. Note that swivel guns fire in the Artillery phase just like cannon, and so you should make a note that the company has already foregone its chance to shoot later.

SHOOTING AT FORTRESS DEFENDERS

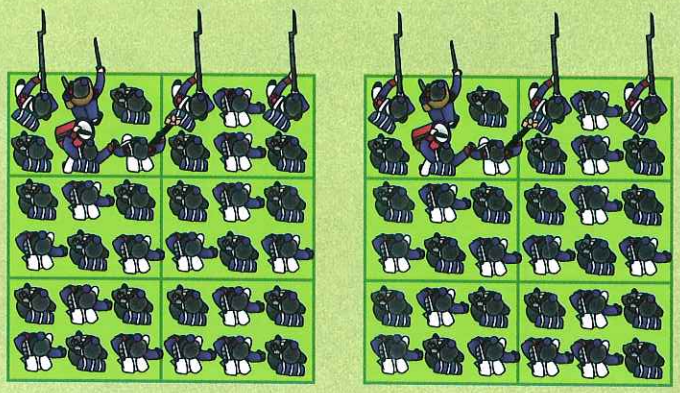
Units may open fire upon the defenders of fortifications just as if they were in a defensible feature (see pages 72-75). It may be difficult or inappropriate to gauge the 'dead centre' of the feature if it is a linear wall, so simply measure to the defending unit instead, as you would with a normal shot.



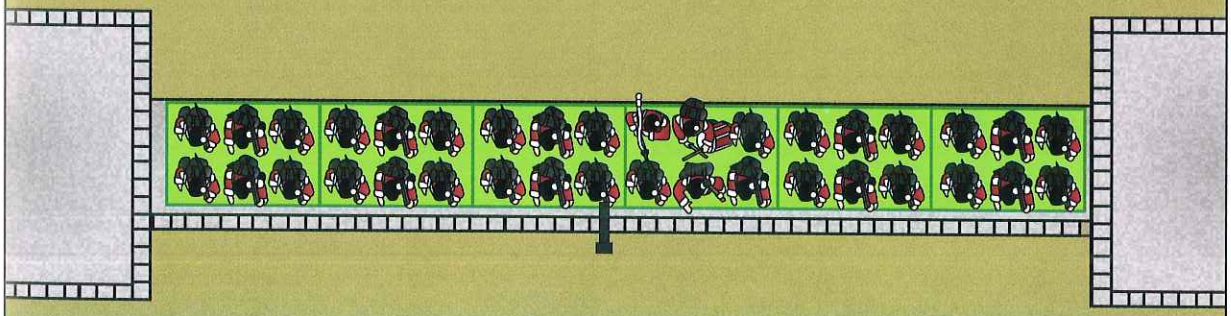
SHOOTING FROM A FORTRESS



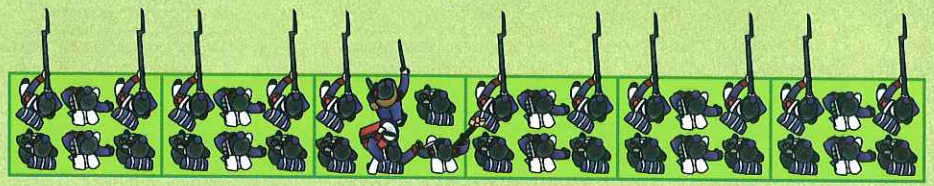
Company 'C' gives up its normal shooting to fire the swivel gun in the Artillery phase. In the Shooting phase, companies A, B, D, E and F may fire as normal, and it doesn't have to be at the same target as company C.



SHOOTING AT DEFENDERS



Firing Unit



Measure to the target as usual. Stone walls offer a 4+ save.

SHOOTING AT A FORTRESS

When facing defensible positions, attackers sometimes resort to firing heavy artillery at them in the hope of rending them asunder. This tactic can work equally well against fortifications, although the task is proportionately tougher. Indeed, many commanders far preferred to breach a wall rather than send a party of men with ladders to begin the forlorn hope of scaling the walls.

Fortress components have a Damage Threshold, in the same way as defensible features. Whenever an artillery attack is made against the feature, it is treated as a hard target, and damage markers can be placed against it. The attacks are made against each section of the fortress separately – you will need to batter away at the same section of wall several times, for example, in order to breach it. If a fortress component takes 10 points of damage in a single phase, roll on the appropriate table below. When the feature takes its last point of damage, it automatically counts as having rolled a 1 on the table. Note that it is considerably harder to topple a fortified position than it is to destroy, say, a homestead.

WALL AND GATEHOUSE DAMAGE TABLE

D6	Effect
1	**Catastrophic Damage!** The wall is breached, and part of it collapses. Any occupying unit immediately loses its Resilience bonus, takes 2D6 points of resilience damage (allocated as if from shooting), and is then removed from the battlements and placed behind the wall, within 2" of it. Unless the damage causes it to rout, the unit should be placed in a legal formation, facing whichever way the player wishes. The feature should be replaced with a section of damaged wall or area of difficult terrain of roughly the same footprint as the original feature. If you are using a broken wall model, there should be enough room for at least one company to pass through the breach.
2-3	**Structural Damage.** The wall is badly damaged and becomes unstable. Occupying units lose any Resilience bonus they may have received from the defences. In addition, any unit that moves onto or off the wall, charges the defenders or spends an entire Movement phase on the battlements must roll a D6. On the score of a 4+ they are safe, but on a 1-3 they take D6 points of Resilience damage, distributed as if from shooting, due to treacherous conditions, unsure footing or crumbling masonry.
4+	**Stands Fast.** The wall stands firm, and remains standing despite the battering.

TOWERS DAMAGE TABLE

D6	Effect
1	**Catastrophic Damage.** The tower is shaken to its foundations and collapses prematurely. Any occupying unit immediately loses its Resilience bonus, and takes 3D6 points of resilience damage (allocated as if from shooting). The feature should be replaced with an area of difficult terrain of roughly the same footprint as the original feature. Surviving occupants are placed on or near the ruined tower – unless the damage causes them to rout, they must be placed in a legal formation, facing whichever direction the owning player wishes.
2-3	**Structural Damage.** The tower is badly damaged and becomes unstable from now on. Occupying units lose any Resilience bonus they may have received from the defences. In addition, any unit that moves into, out of or through the tower, charges the occupants or spends an entire Movement phase within it, must roll a D6. On the score of a 4+ they are safe, but on a 1-3 they take D6 points of Resilience damage, distributed as if from shooting, due to falling debris or treacherous conditions. Deduct 1 point from the dice score when rolling on this table in subsequent turns.
4-5	**Shaken.** The tower remains standing but is shaken – any occupying unit on the lower levels must roll a D6. On the score of a 4+ they are safe, but on a 1-3 they take D6 points of Resilience damage, distributed as if from shooting, due to falling debris or treacherous conditions (they do not receive their Resilience bonus against this damage). The tower is otherwise intact.
6	**Stands Fast.** The tower stands firm despite the battering.

ASSAULTING A FORTRESS

Desperate times call for desperate measures, and sometimes there is no better method of taking a fortress than to send men up ladders to take the walls – the process of 'escalade'. To attempt such a feat in the face of a determined, well-armed defending force is terrifying indeed, and those brave souls who were first into the assault deserved their moniker 'the forlorn hope'.

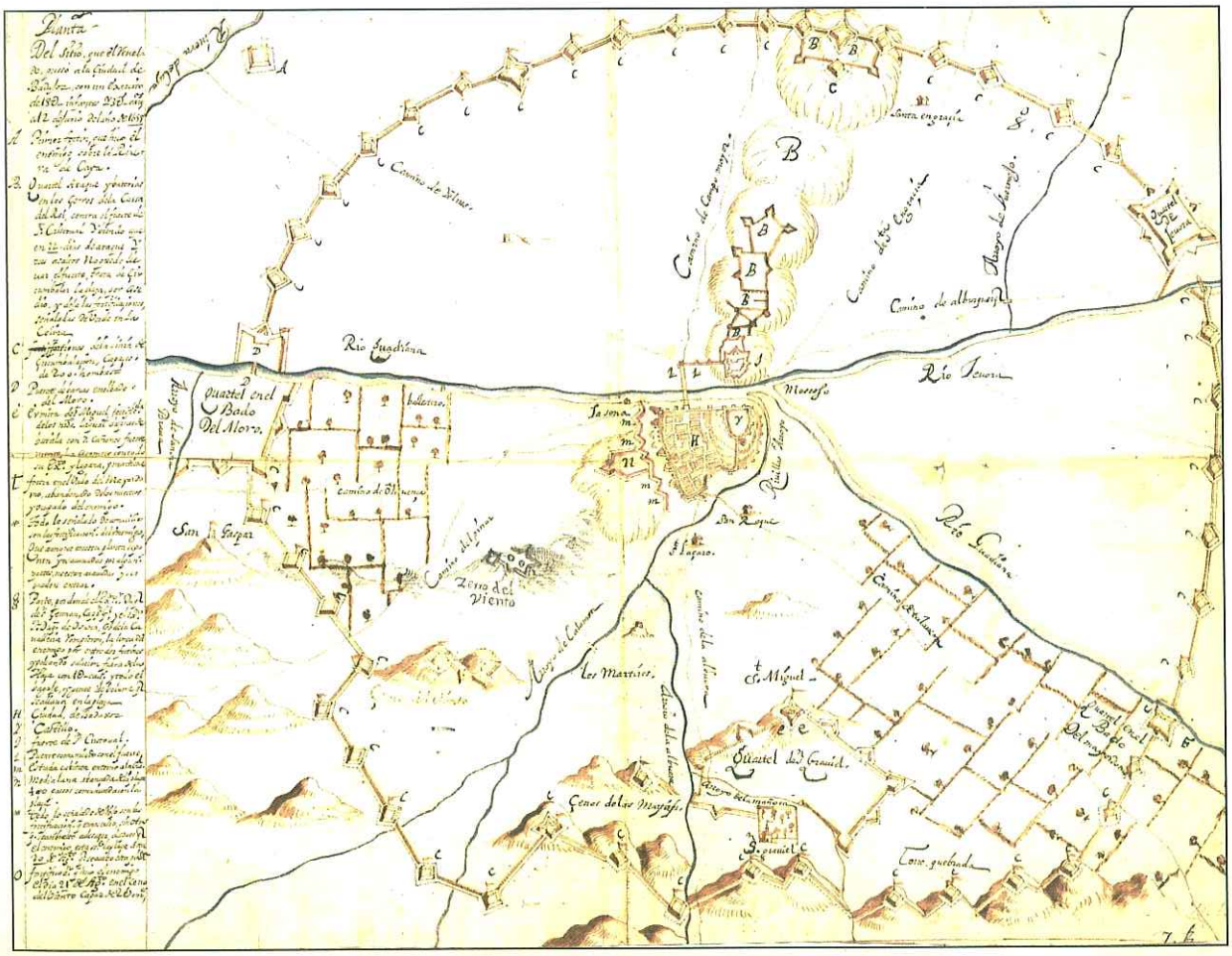
In the Siege scenario, the attackers are usually issued with ladders. Units with ladders may charge battlements, whether or not there are any defenders present. Units without ladders may only charge gatehouses, directing their attacks against the gate itself rather than the troops on the battlements.

Troops with ladders may declare a charge against a section of wall (or a gatehouse, if it designed along similar lines to the wall). Towers are generally too tall to climb with ladders, although players may make an exception depending on the model. Treat each wall section as a distinct unit – the charge must be declared against one section only, and attacks may not be split like they can be in a multiple combat.

If the attackers manage to move into contact with the wall, then the ladders are erected – it is not necessary to use model ladders, but they do serve as a nice visual reminder if you have them. Attacking units cannot fight in the same turn that they erect ladders, and in the Melee phase the defenders may attempt to push down the ladders. The attacking unit may erect a single ladder for every company in contact with the wall or gatehouse. If a company has a choice of walls to attack, it must choose the same section as the majority of the unit. Roll a dice for each defending company on that wall section. For every 6 rolled, one ladder is pushed down, and the attackers must spend the following turn putting it up again.

When ladders have been successfully erected, the attacking unit can declare a charge against the defenders in its next Movement phase, which starts the escalade. If there are no defenders on that particular section of wall, then the attackers can simply move onto the battlements and occupy them themselves! Otherwise, for each ladder erected, a single attacking company counts as being locked in combat, with no supporting attacks. They gain no bonuses for charging. Remember that, just as for assaulting a defensible terrain feature, the occupying unit gains its resilience bonus even in melee, and obviously the defenders gain the High Ground bonus for combat resolution.

The attackers do not need to break the defenders, but do need to win the combat in order to gain a foothold. If the attackers win the fight but the defenders hold firm, then the attackers may bring a second company into the combat in the following turn. If the defenders do flee, then they do so into the courtyard. If the attackers lose, then they are pushed back to the base of the wall and their ladders are pushed down. The defenders obviously cannot (or rather, would not)



Plan of the siege of Badajoz, 1812.

pursue them. If the attackers lose but do not break, then place them 1" away from the walls, in formation, ready to try again if they like next turn.

Assaulting a gateway is a bit more straightforward than escalading the walls. Declare the charge against the gate exactly as if it were an enemy unit, ignoring any units that may be defending the battlements above (they are separated by a considerable height, and so do not count as being locked in combat). Attackers who charge the gates of a fortress may roll on the following table in the Melee phase, as long as they are otherwise unengaged.

FIGHTING THROUGH A GATEWAY

Of course, destroying a gate is only the first stage in an assault on a gatehouse – once you've made an entrance, you have to fight your way in to the fortress!

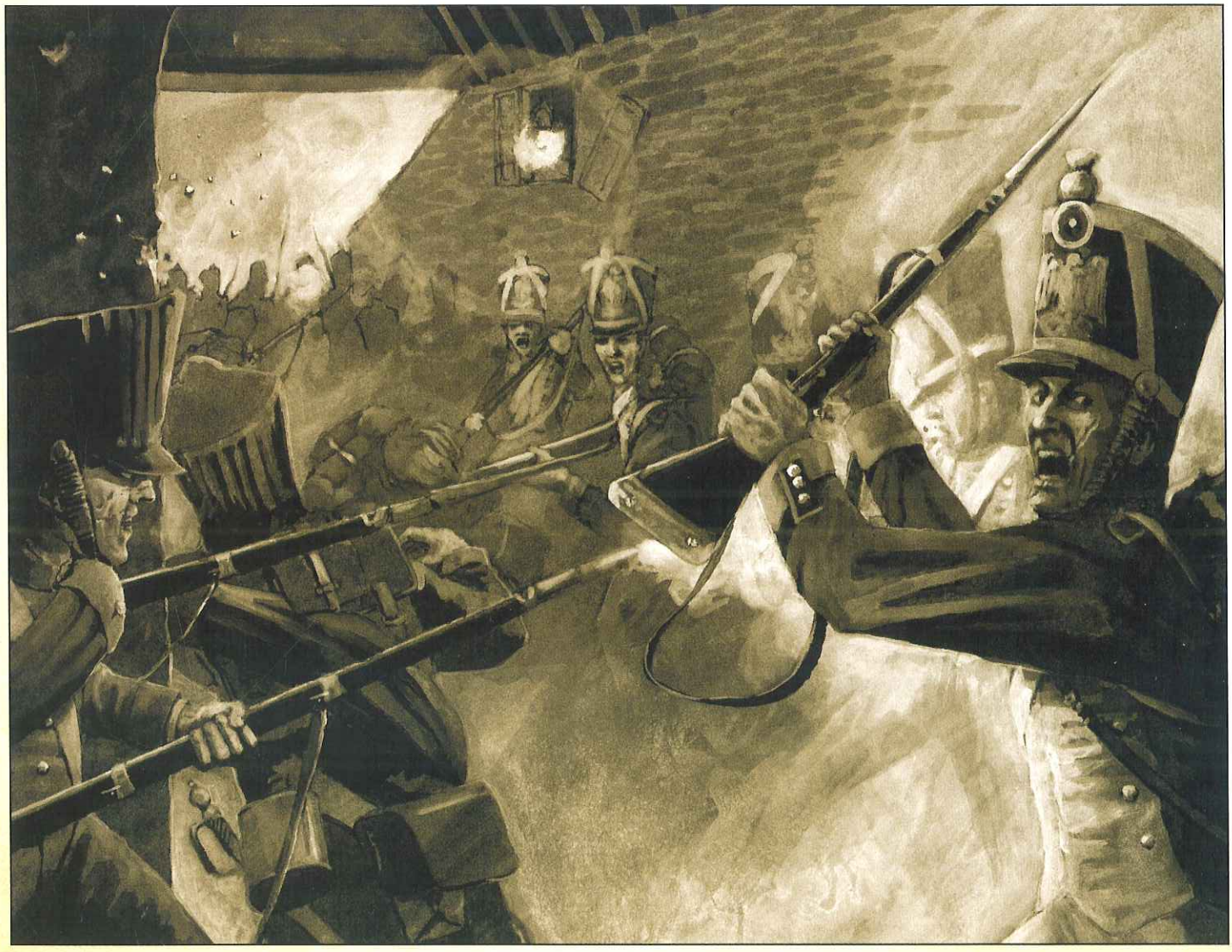
If there are defenders in contact with the inner part of the gatehouse, blocking the gateway, then attackers who destroy a gate must fight those enemies before progressing. Through such a narrow gap, no more than one company from either side can be locked in combat. If several companies are eligible, then each player must nominate which company is fighting. Neither side counts as charging if both units were in contact with the gate at the start of the turn.

If there are no defenders in contact with a gatehouse, then the attackers may move through it (though they will probably have to form column of march or skirmish order to do so), or they may be charged by defenders in the courtyard. If charged, use the rules above for fighting through a gateway, except that this time one side obviously does count as charging.

BATTERING TABLE

D6	Effect
1	The gate holds strong. There is no effect.
2-3	Some progress is made. The gate suffers D6 damage points.
4-5	The gate takes a pummelling and suffers D6+3 damage points.
6	The gate is splintered and destroyed.

The action at Ligny becomes a desperate melee.



The Siege Scenario

The following scenario is presented separately from the others in the book, as it represents a basic siege game. This type of game is best agreed upon in advance, and planned for by all participants, as it is unlikely that everyone will have a full-scale fortress lying around in their terrain collection!

THE BATTLEFIELD

Set up the fortress wall sections and/or towers running across the board, from long edge to long edge, no further than 12" onto the board. There should be a gatehouse in the middle. If the defender so wishes, the gatehouse may be protected, either by a palisade or by an extra wall section in the Vauban style (as shown on the map). This extra section may be connected to the walls by means of a walkway if you wish. Additional scenery may be placed in the normal manner, but no scenery features may be placed within 18" of a fortress component.

FORCES

The defender's army should be roughly a third (33%) smaller than the opponent's force in points value (rounding fractions up). If the gatehouse is protected, as detailed above, then the defending force should be half the size (50%) of the attacker's, to account for the increased difficulty in breaching the gate. The forces may be modified with specialist equipment as follows:

- The defender may purchase a swivel gun for each wall section at a cost of 35 points per gun.
- The attacker may purchase ladders for any line infantry battalion at a cost of +5 points each.
- The attacker may change one company in any artillery battery to a Gribeauval Mortar at +20 points.
- Any howitzers in the attacking army may be equipped with carcass shot in addition to its usual ammunition for +15 points per gun.
- Any rocket crews in the attacking army may be equipped with incendiary rockets in addition to its normal ammunition for +5 points per model.
- The attacker may place up to 6" of gabions (linear obstacles that offer a 5+ cover save) in his deployment area for every Artillery battery in his army, at no extra cost.

DEPLOYMENT

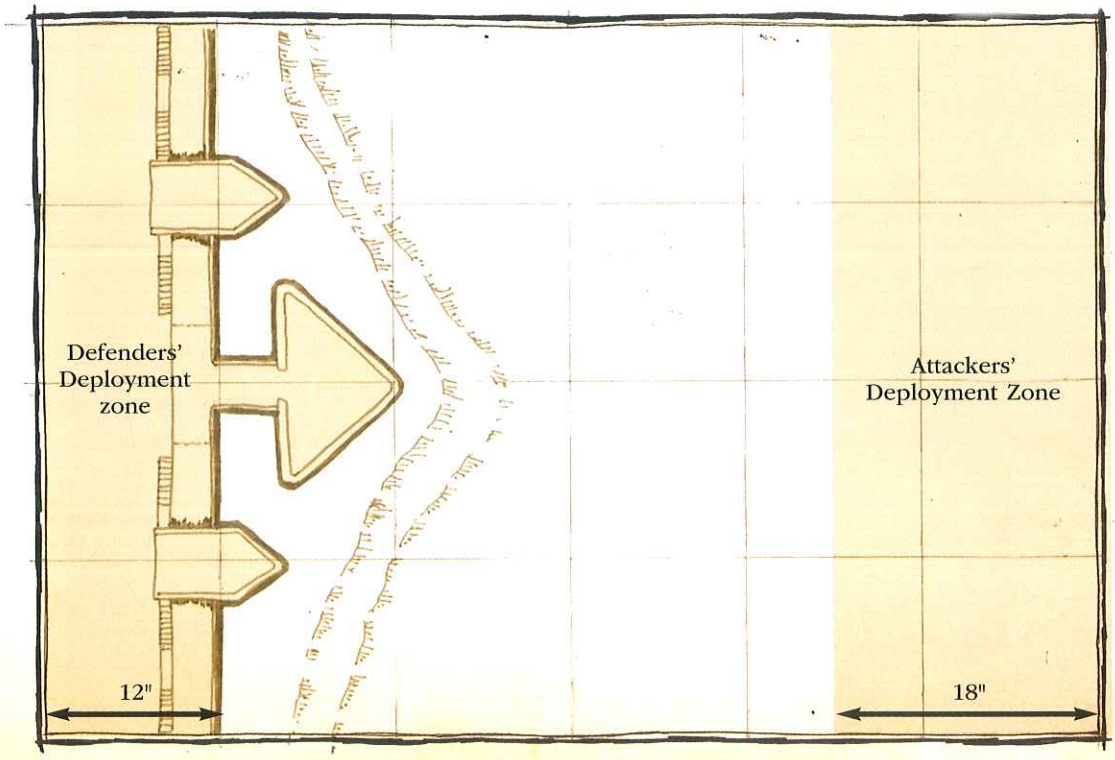
The defender places his army on or behind the fortress. If the fortress has an extra defence section beyond the gate, no more than a single unit can begin the game manning it. The attacker then places his force in the deployment zone opposite, up to 18" onto the tabletop. The attacker gets the initiative in the first turn.

SPECIAL RULES

Random Game Length.

GAME LENGTH

The player who controls the most fortress sections at the end of the battle wins the game. If both players control the same number of sections, the result is a draw.



Grenadier, 40th Foot, 1815 campaign (Anne S. K. Brown Military Collection, Brown University Library).

The Armies

"In an army the infantry, cavalry and artillery must be in the right proportions: one weapon cannot compensate for another."

- Napoleon

THE ARMY LISTS

Not all players have access to miniature armies that accurately represent historical orders of battle – so what happens when one player has a British Peninsular War army and another has the French army of Austerlitz? Simple – they choose their armies using army lists.

USING THE ARMY LISTS

Army lists are designed so that players can choose a battle-ready force with an attributed 'points value'. By choosing opposing armies of equal value, players can be assured of a balanced game between two equally matched armies. A 500 or 750 point force will create a fairly small game that can be played in a couple of hours. The average size game for a points match is anywhere between 1,000 and 2,000 points – the former will take an afternoon to play, while the latter may well take longer. Obviously the only limits on the size of your battles are your time, the size of your gaming area and your miniatures collection. This type of battle is great for casual 'pick-up' games, for gamers who haven't collected a force from a specific battle or division, or even for competitive or tournament play.

These army lists are not based on any particular division from a particular battle, but are instead designed to give you a 'generic' army from your chosen nation. How you decide to organise the units at your disposal is up to you. The composition of your brigades can be tweaked and changed, giving you great tactical freedom. The army lists are, however, themed around specific campaigns. For example, if you're fighting a Peninsular War battle with the British, then you can choose allies drawn from the armies of Portugal and Spain, whereas if you're fighting at Waterloo, your allies will come from the Netherlands, Brunswick, Nassau, Hanover and Prussia.

French lancers sweep amongst the British squares, probing for an opening in the enemy's defences.

SPECIAL RULES

Some armies have special rules that apply to the whole force, or just to specific units. If this is the case, the special rules will be clearly displayed either at the start of the nation's army list, or alongside the entry for a unit.

ARMY COMPOSITION

Armies are made up of units drawn from the Officers, Infantry Battalions, Cavalry Squadrons and Artillery Batteries sections of the army lists. The specific proportions of each of these types of troops are down to the player, but there are some restrictions if you're choosing forces to participate in a particular campaign. For example, British armies in the Peninsular War may spend up to 25% of their total points on Cavalry squadrons, whereas in a Waterloo Campaign battle that percentage is raised to 33%. The army composition restrictions are listed here:

OTHER RESTRICTIONS

Some units in the army lists are restricted further, representing their scarcity. For example, in the Prussian army you may only take a single unit of regular Fusiliers for every three units of Landwehr that you field. This simply represents the fact that the Prussian army of 1815 contained a surprisingly large number of militia units compared to regulars.

THEATRES OF WAR

You will notice that there are only two campaigns represented by the army list restrictions – the Peninsular War and the Waterloo Campaign. These are intended to inspire rather than restrict your battles – if you wish to recreate some other battle of the Napoleonic era outside of these two grand theatres of war, then the armies and recommendations listed in this section will provide a solid starting point for your own army lists and house rules. Plans are afoot to provide army lists and campaign information in the future for other theatres of the Napoleonic Wars, such as Austria and Russia, but in the meantime it's fairly straightforward to extrapolate the information required from the lists presented here.

It is also worth noting that the main army lists for Great Britain, France and Prussia are standalone lists, and can be used for pretty much any battle from the Napoleonic Wars. The restrictions for your chosen campaign will have to be worked out, of course, but there is a huge amount of reference material available to help you do this.

FRANCE

The Peninsular War
(The Armies of Spain/Portugal)

Officers: The French army must include at least one independent officer to act as the army commander. The army commander must be the highest (or equal highest) ranked officer in the army, and equal to or higher in rank than the most senior unit commander in the force. No more than 25% of the total points value of the army may be spent on independent officers.

Infantry: The army must spend at least 25% of its total points on infantry battalions.

Imperial Guard: The army may spend up to 25% of its total points on Imperial Guard units.

Cavalry: The French army may spend up to 25% of its total points on cavalry.

Artillery: The French army may spend up to 20% of its total points on artillery.

Allies: The French army may spend up to 50% of its total points on allied units from the Peninsular War French Allies section.

The Waterloo Campaign (The Army of the North)

Officers: The French army must include at least one independent officer to act as the army commander. The army commander must be the highest (or equal highest) ranked officer in the army, and equal to or higher in rank than the most senior unit commander in the force. No more than 25% of the total points value of the army may be spent on independent officers.

Infantry: The army must spend at least 25% of its total points on infantry battalions.

Imperial Guard: The army may spend up to 25% of its total points on Imperial Guard units.

Cavalry: The French army may spend up to 33% of its total points on cavalry.

Artillery: The French army may spend up to 25% of its total points on artillery.

Allies: The French army has no allies.

Part of a French 'regiment d'ligne'.

GREAT BRITAIN

The Peninsular War

Officers: The British army must include at least one independent officer to act as the army commander. The army commander must be the highest (or equal highest) ranked officer in the army, and equal to or higher in rank than the most senior unit commander in the force. No more than 25% of the total points value of the army may be spent on independent officers.

Infantry: The army must spend at least 25% of its total points on infantry battalions.

Cavalry: The British army may spend up to 25% of its total points on cavalry.

Artillery: The British army may spend up to 20% of its total points on artillery.

Allies: The British army may spend up to 33% of its total points on allied units from the Peninsular War Coalition Allies section.

The Waterloo Campaign

Officers: The British army must include at least one independent officer to act as the army commander. The army commander must be the highest (or equal highest) ranked officer in the army, and equal to or higher in rank than the most senior unit commander in the force. No more than 25% of the total points value of the army may be spent on independent officers.

Infantry: The army must spend at least 25% of its total points on infantry battalions.

Cavalry: The British army may spend up to 33% of its total points on cavalry.

Artillery: The British army may spend up to 20% of its total points on artillery.

Allies: The British army may spend up to 50% of its total points on allied units from the Waterloo Campaign Allies section and/or the Prussian army list.

PRUSSIA

The Waterloo Campaign

Officers: The Prussian army must include at least one independent officer to act as the army commander. The army commander must be the highest (or equal highest) ranked officer in the army, and equal to or higher in rank than the most senior unit commander in the force. No more than 25% of the total points value of the army may be spent on independent officers.

Infantry: The army must spend at least 25% of its total points on infantry battalions.

Cavalry: The Prussian army may spend up to 33% of its total points on cavalry.

Artillery: The Prussian army may spend up to 20% of its total points on artillery.

Allies: The Prussian army may spend up to 50% of its total points on allied units from the Waterloo Campaign Allies section and/or the British army list.

FRANCE

During the 1700s, the French Army had been a force to be reckoned with. Yet the anarchy of the French Revolution had reduced its reputation to ruin – the best officers fled France for fear of execution, because they were mostly drawn from the now-persecuted aristocracy. It seemed at that time that the French Army would not see glory again.

It was the cavalry that suffered most during the Revolution, for it was seen as the preserve of the nobility. When the guillotine had finally come to rest, there was hardly a trained cavalry officer left in France. The infantry suffered too – its senior officers were replaced by inexperienced revolutionaries, full of zeal but little else. The saviour of the army was to come from the part that had been overlooked – the artillery corps. This unglamorous division of the army kept its officers and its discipline, and became the foundation of the new Republican Army. The man who rose up to lead this army and transform it into a vast, efficient military machine was, predictably, an artillery officer. That man was Napoleon, and his vision was not just to restore France to greatness, but to forge an empire in the name of his beloved country.

Napoleon achieved unexpected success with his army in defence of the Republic, before embarking on a series of campaigns that solidified his reputation. In 1796 he put the Austrians to flight across Northern Italy; in 1798 he fought his campaign in Egypt. When he returned to France in 1799, he seized power in the coup of Brumaire and became First Consul.

The years following the French Revolution saw many changes to the army, from its uniforms through to its tactics and organisation. Various reforms were initiated until, in 1808, the formula was seemingly perfected. The ponderous demi-brigades were all but forgotten, and the French line infantry adopted the more flexible battalion organisation of four fusilier companies, one voltiguer company and one grenadier company. The cavalry, too, was greatly improved, experience in the field proving an effective substitute for theoretical training. But the most feared of Napoleon's soldiers was his Imperial Guard.

Originally raised in 1804, the Young, Middle and Old Guard were big, battle-hardened men, utterly loyal to their Emperor, and veterans of some repute. The Old Guard in particular were used largely as a last resort – an ultimate sanction on the Napoleonic battlefield. When they were sent into battle, the tide would often turn in favour of France. It would not be until 1815 when this hardened fighting force would see defeat, and before that time it was fair to say that, in the Imperial Guard, France had at its disposal the finest fighting men in the world.

France Army List

ARMY SPECIAL RULES

Colonne d'attaque
All line infantry in the French army, including Imperial Guard, may adopt the column of attack formation without spending a TAC point. They may also deploy in this formation at the start of a battle.

"When I speak of excellent French cavalry. I refer to its impetuous bravery, and not its perfection."

- General Jomini

Independent Officers

MARÉCHAL OR GÉNÉRAL DE DIVISION ..... 140 POINTS

	Type	F	A	R	C	TAC	STG
Maréchal/ Général	Officer	3	2	3	6	-	3

Your army may include one Maréchal/Général de Division for every 2,000 points or part thereof. A general is always accompanied by adjutants and aides, who are taken into account in the improved profile, above.

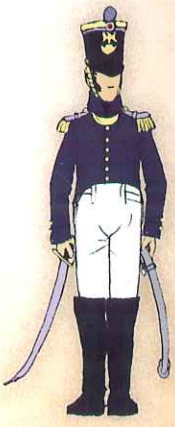
A Maréchal/Général de Division is always the army general. If the army includes more than one such officer, then these are subservient to the army general.

Options:
- A Maréchal/Général may have up to 100 points of grand strategies.
- May be mounted for +10 points.

COLONEL OR GENERAL DE BRIGADE ..... 100 POINTS

	Type	F	A	R	C	TAC	STG
Colonel	Officer	3	1	1	6	-	2
Aides	Special	-	+1	+1	-	-	-

Options:
- A French Colonel may have up to 50 points of grand strategies.
- May be accompanied by Aides de Camp for +10 points.
- May be mounted for +10 points.



LIEUTENANT COLONEL ..... 80 POINTS

	Type	F	A	R	C	TAC	STG
Lt Colonel	Officer	3	1	1	5	-	2
Aides	Special	-	+1	+1	-	-	-

Options:
- A Lt Colonel may have up to 50 points of grand strategies.
- May be accompanied by Aides de Camp for +10 points.
- May be mounted for +10 points.

INFANTRY BATTALIONS

FRENCH LINE BATTALION ..... 55 POINTS FOR REGULARS
35 POINTS FOR MARIE-LOUISE

	Type	F	A	R	C	TAC	STG
Infantryman (Marie-Lousie)	Infantry	2	3	1	3	2	-
Infantryman (Reg)	Infantry	3	3	1	3	3	-
Sapeur	Special	-	+1	1	-	-	-
Capitaine	Officer	-	+1	1	3	-	1
Chef de Bataillon	Officer	-	+1	1	4	-	2

Companies: A Line Battalion comprises two companies of Fusiliers. One of these is automatically designated as the command company, and contains a drummer and eagle bearer. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional companies at +20 pts per company of regulars, or +15 pts for Marie-Louise.

Armament: Musket and bayonet.

Command: The Line Battalion is led by a Capitaine. If the battalion totals six companies, the Capitaine may be replaced by a Chef de Bataillon for +25 pts.

Options:
- If the battalion comprises six companies, one must be upgraded to a Voltigeurs company for +25 points.
- If the battalion comprises six companies, one must be upgraded to a Grenadier company for +30 points.
- The command company may take an Engineers contingent (represented by a single Sapeur model) for 25 points.
- The battalion commander may be mounted for +5 points.

Special Rules:
- If the battalion includes a Voltigeurs Company, it gains the Skirmish Screen special rule. If it includes Grenadiers, it gains the Hardened special rule.

FRENCH LIGHT INFANTRY BATTALION .... 60 POINTS FOR RAW RECRUITS
80 POINTS FOR REGULARS

	Type	F	A	R	C	TAC	STG
Light (Raw)	Infantry	2	3	1	3	2	-
Light (Reg)	Infantry	3	3	1	3	3	-
Capitaine	Officer	-	+1	1	3	-	1

Companies: A Light Infantry Battalion comprises three companies of Light Infantry (usually two of Chasseurs and one of Voltiguers). One of the Chasseur companies is automatically designated as the command company, and contains a musician and eagle bearer. Additional companies may be purchased for the battalion as follows:

- Up to 2 additional Chasseur companies at +20 pts per company of regulars, or +15 pts for raw recruits.
- 1 Carabinier company at +25 points.

Armament: Musket and bayonet.

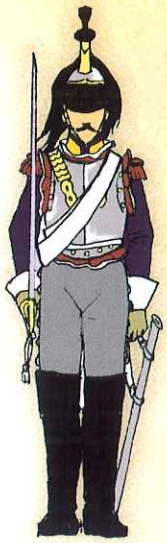
Command: The Light Infantry Battalion is led by a Capitaine.

Special Rules:
- Light Infantry.
- If the unit contains Carabineers, then the Battalion gains the Hardened special rule, exactly as if it were a line infantry battalion with Grenadiers.

LIBERTÉ. ÉGALITÉ.

CAVALRY SQUADRONS

The French army may spend up to 25% of its total points on cavalry.



CUIRASSIERS ..... 190 POINTS

	Type	F	A	R	C	TAC	STG
Cuirassier	Cavalry	4	6	3	3	3	-
Capitaine	Officer	-	+1	3	3	-	1
Chef d'escadron	Officer	-	+1	3	4	-	2

Companies: A Cuirassier squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer. Three additional companies, with no command company, may be purchased for the squadron at +140 points.

Armament: Cuirasses, Sabres and pistols.

Options:
The entire squadron may carry musketoons at +5 points per company.

Command: The Cuirassier squadron is led by a Capitaine. If the squadron totals six companies, the Capitaine may be replaced by a Chef d'escadron for +30 pts.

Special Rules:
- Heavy Cavalry
- Cuirasses

CARABINIERS A CHEVAL ..... 155 POINTS

	Type	F	A	R	C	TAC	STG
Carabinier	Cavalry	3	6	3	3	3	-
Capitaine	Officer	-	+1	3	3	-	1
Chef d'escadron	Officer	-	+1	3	4	-	2

Companies: A Carabinier squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer. Three additional companies, with no command company, may be purchased for the squadron at +110 points.

Armament: Sabres, Musketoons, bayonets and pistols.

Options:
- In battles set after 1810, Carabineers may wear cuirasses for +10 points per company, granting them the Cuirasses special rule.

Command: The Carabinier squadron is led by a Capitaine. If the squadron totals six companies, the Capitaine may be replaced by a Chef d'escadron for +30 pts.

Special Rules:
- Heavy Cavalry.

DRAGOONS ..... 150 POINTS

	Type	F	A	R	C	TAC	STG
Dragoons	Cavalry	4	5	3	3	3	-
Capitaine	Officer	-	+1	3	3	-	1
Chef d'escadron	Officer	-	+1	3	4	-	2

Companies: A Dragoon squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer. Three additional companies, with no command company, may be purchased for the squadron at +115 points.

Armament: Sabres, musketoons, bayonets and pistols.

Command: The Dragoon squadron is led by a Capitaine. If the squadron totals six companies, the Capitaine may be replaced by a Chef d'escadron for +30 pts.

Special Rules:
- Heavy Cavalry.

FRENCH LIGHT CAVALRY ..... 105 POINTS FOR LANCERS
115 POINTS FOR HUSSARS

Note that the Lancers option includes not only French Lancers, but also the celebrated Dutch Lancers, which were an established part of the French army.

	Type	F	A	R	C	TAC	STG
Lancers	Cavalry	3	4	2	3	4	-
Hussars	Cavalry	4	4	2	3	4	-
Capitaine	Officer	-	+1	2	3	-	1

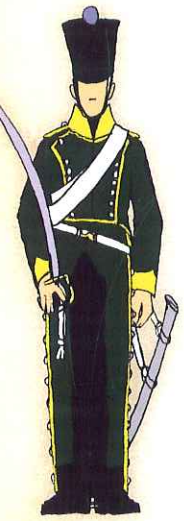
Companies: A light cavalry squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer and company commander. Three additional companies, with no command company, may be purchased for the squadron at +85 points.

Armament: Sabres, musketoons, bayonets and pistols (interestingly, lancers did not always carry lances, deploying instead as light cavalry unless specifically ordered otherwise).

Options:
Lancers may carry lances, at a cost of +5 points per company.

Command: The Light Cavalry squadron is led by a Capitaine.

Special Rules:
- Light Cavalry.



CHASSEURS À CHEVAL ..... 110 POINTS

	Type	F	A	R	C	TAC	STG
Chasseurs	Cavalry	3	4	2	3	4	-
Capitaine	Officer	-	+1	2	3	-	1

Companies: A Chasseurs à Cheval squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer and squadron commander. Three additional companies, with no command company, may be purchased for the squadron at +85 points.

Armament: Sabres, carbines, bayonets and pistols.

Command: The squadron is led by a Capitaine.

Special Rules:
- Light Cavalry.

MAMLUKS ..... 140 POINTS

Inspired by the ferocity of the Mamluks encountered by his army during the Egyptian campaign, Napoleon raised his own Mamluk corps in 1799. In 1815, Napoleon promoted the Mamluks to the status of Imperial Guard, incorporating them into the ranks of the Chasseurs à Cheval of the Guard, but for the purposes of the army list we present them in the cavalry section. A French army may include up to two squadrons of Mamluks.

	Type	F	A	R	C	TAC	STG
Maluk	Cavalry	4	5	2	3	4	-
Kaptan	Officer	-	+1	2	3	-	1

Companies: A Mamluks squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer and squadron commander. Three additional companies, may be purchased for the squadron at +110 points.

Armament: Scimitars (count as Sabres), and pistols.

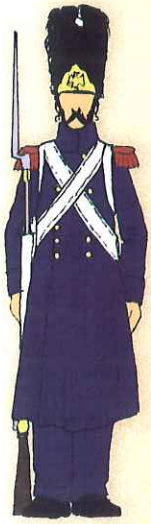
Command: The squadron is led by a Kaptan.

Special Rules:
- Light Cavalry
- Fierce Reputation.

IMPERIAL GUARD UNITS

"More dreadful looking fellows than Napoleon's Guard I have never seen. They had the look of thoroughbred, veteran, disciplined banditti. Depravity, recklessness, and bloodthirstiness were burned into their faces... Black mustachios, gigantic bearskins, and a ferocious expression were their characteristics."

- Benjamin Haydon, 1814



OLD GUARD INFANTRY BATTALION ..... 240 POINTS FOR GRENADIERS À PIED 220 POINTS FOR CHASSEURS À PIED

Note: Post-1810, Grenadiers à Pied can also represent the Dutch Grenadiers, or 'La Garde Hollandais'.

	Type	F	A	R	C	TAC	STG
Old Guard	Infantry	4	4	1	4	4	-
Sapeur	Special	-	+1	1	-	-	-
Chef d'bataillon	Officer	-	+1	1	4	-	1
Colonel-Commandant	Officer	-	+1	1	5	-	2
Maréchal de Camp	Officer	-	+1	1	6	-	2

Companies: An Old Guard Battalion comprises four companies. One of these is automatically designated as the command company, and contains a musician and eagle bearer. Up to two additional companies may be purchased for the battalion for +50 points each.

Armament: Musket and bayonet.

Command: The Infantry Battalion is led by a Chef d'bataillon. If the battalion totals six companies, the Chef may be replaced by a Colonel-Commandant for +30 points, or a Maréchal de Camp for +40 points.

Options:
- An Old Guard battalion may be armed with sabres at a cost of +4 points per company.
- The command company may take an Engineers contingent (represented by a single Sapeur of the Guard model) for +25 points.
- The battalion commander may be mounted for +10 points.

Special Rules:
- Old Guard battalions are Stubborn.
- Fierce Reputation
- Grenadiers à Pied are Hardened, and Chasseurs à Pied have Bayonet Drill.

MARINS DE LA GARDE ..... 55 POINTS

	Type	F	A	R	C	TAC	STG
Marins de la Garde	Infantry	4	4	1	4	4	-
Sapeur	Special	-	+1	1	-	-	-
Capitaine	Officer	-	+1	1	4	-	1

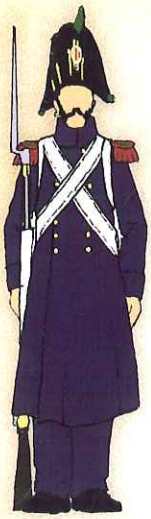
Companies: Marins de la Garde can only ever comprise a single company, which is treated as a command company, and contains a musician and standard bearer.

Armament: Musket, bayonet and sabre.

Command: The battalion is led by a Capitaine.

Options:
- May take pistols for +5 points.

Special Rules:
- Marins de la Garde are Stubborn.



MIDDLE GUARD INFANTRY BATTALION....140 POINTS FOR GRENADIERS À PIED
120 POINTS FOR CHASSEURS À PIED

Regardless of the size of your force, you may not field more than three battalions of Middle Guard Grenadiers, and no more than four battalions of Middle Guard Chasseurs.

	Type	F	A	R	C	TAC	STG
Middle Guard	Infantry	3	4	1	4	3	-
Sapeur	Special	-	+1	1	-	-	-
Chef d'bataillon	Officer	-	+1	1	4	-	1
Colonel-Commandant	Officer	-	+1	1	5	-	2

Companies: A Middle Guard Battalion comprises four companies. One of these is automatically designated as the command company, and contains a musician and eagle bearer. Up to two additional companies may be purchased for the battalion for +30 points each.

Armament: Musket and bayonet.

Command: The battalion is led by a Chef d'bataillon. One battalion of Middle Guard in the army may replace the Chef with a Colonel-Commandant for +30 points.

Options:
- The command company may take an Engineers contingent (represented by a single Sapeur of the Guard model) for +25 points.
- The battalion commander may be mounted for +10 points.

Special Rules:
- Grenadiers à Pied are Hardened, and Chasseurs à Pied have Bayonet Drill.

YOUNG GUARD INFANTRY BATTALION ..... 105 POINTS FOR TIRAILLEURS
135 POINTS FOR VOLTIGEURS)

Regardless of the size of your force, you may not field more than four battalions of Young Guard Tirailleurs, and no more than four battalions of Young Guard Voltigeurs.

	Type	F	A	R	C	TAC	STG
Young Guard	Infantry	3	3	1	4	3	-
Sapeur	Special	-	+1	1	-	-	-
Chef d'bataillon	Officer	-	+1	1	4	-	2

Companies: An Imperial Guard Battalion comprises four companies. One of these is automatically designated as the command company, and contains a musician and standard bearer. Up to two additional companies may be purchased for the battalion for +28 points each.

Armament: Musket and bayonet.

Command: The battalion is led by a Chef d'bataillon.

Options:
- The command company may take an Engineers contingent (represented by a single Sapeur of the Guard model) for +25 points.

Special Rules:
Young Guard battalions are Light Infantry. Voltigeurs are Drilled, while Tirailleurs are Impetuous.

IMPERIAL GUARD HEAVY CAVALRY .... 250 POINTS FOR GRENADIERS À CHEVAL
205 POINTS FOR GENDARMES D'ELITE
230 POINTS FOR EMPRESS'S DRAGOONS

You may include a single squadron of Grenadiers and Gendarmes in your force, and up to four squadrons of Empress's Dragoons.

	Type	F	A	R	C	TAC	STG
Grenadiers/ Dragoons	Cavalry	4	6	3	4	4	-
Gendarmes	Cavalry	4	6	3	4	3	-
Chef d'escadron	Officer	-	+1	3	4	-	1
Lt Colonel	Officer	-	+1	3	5	-	2

Companies: An Imperial Guard Heavy Cavalry squadron comprises three companies of cavalry (a single historical 'company'). One of these is automatically designated as the command company, and includes the standard bearer. Three additional companies, with no command company, may be purchased for the squadron at +160 points.

Armament: Sabres, musketoons, bayonets and pistols.

Command: The squadron is led by a Chef d'escadron. If the squadron totals six companies, the Chef d'escadron may be replaced by a Lieutenant Colonel for +45 points.

Special Rules:
- Heavy Cavalry.
- Cuirasses.
- Grenadiers à Cheval are Hardened.
- Empress's Dragoons have Fierce Reputation.

CHASSEURS OF THE GUARD ..... 140 POINTS

The Chasseurs of the Imperial Guard were the strongest regiment of Chasseurs in the French army. An army may contain up to four squadrons.

	Type	F	A	R	C	TAC	STG
Chasseurs (Guard)	Cavalry	4	5	2	4	4	-
Chef d'escadron	Officer	-	+1	2	4	-	1
Lt Colonel	Officer	-	+1	2	5	-	2

Companies: A Chasseurs à Cheval squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer and squadron commander. Three additional companies, with no command company, may be purchased for the squadron at +110 points.

Armament: Sabres, carbines, bayonets and pistols.

Command: The squadron is led by a Chef d'escadron. The squadron may replace its Chef with a Lieutenant Colonel for +45 points.

Special Rules:
- Light Cavalry.

POLISH LANCERS OF THE GUARD ..... 135 POINTS

A French army may contain a single squadron of Polish Lancers.

The Chevau Legers Polonais de la Garde Imperiale were created by Napoleon on his entry into Warsaw in 1807. He was escorted by an honour guard composed of Polish noblemen whose bearing and loyalty so impressed him that he ordered the formation of a regiment of Polish light horse and attached them to his Imperial Guard.

	Type	F	A	R	C	TAC	STG
Polish Lancers	Cavalry	5	4	2	4	4	-
Chef d'escadron	Officer	-	+1	2	4	-	1
Lt Colonel	Officer	-	+1	2	4	-	2

Companies: A Polish Lancers squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer and squadron commander. Three additional companies, with no command company, may be purchased for the squadron at +100 points.

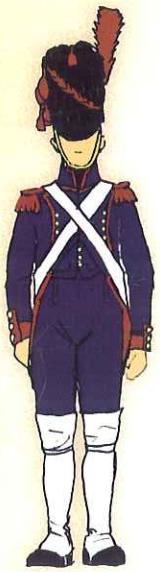
Armament: Sabres, lances and pistols.

Command: The squadron is led by a Chef d'escadron. The squadron may replace its Chef with a Lieutenant Colonel for +40 points.

Options:
- May carry carbines for +5 pts per company.

Special Rules:
- Light Cavalry.

Facing page: The Life Guards charging the Imperial Guard. Anne S. K. Brown Military Collection, University Library.



IMPERIAL GUARD ARTILLERY

You may choose a single battery of Imperial Guard Foot or Horse Artillery for every three units of Imperial Guard in your force. These batteries count against your points allowance for Imperial Guard rather than artillery.

OLD AND MIDDLE GUARD ARTILLERY ..... 80 POINTS

	Type	F	A	R	C	TAC	STG
Foot Artillery	Artillery	3	1	1	4	2	-
Gun	Artillery	-	-	3	-	-	-
Capitaine	Officer	-	+1	3	4	-	1

Companies: An artillery battery comprises a single company (four crew and one heavy cannon). Up to two further companies may be added to the battery for +60 points each.

Armament: None.

Command: The artillery battery may be led by a Capitaine at +15 points.

Options:
- If the battery contains three companies, one cannon may be exchanged for a Light Howitzer at no extra cost.

Special Rules:
- Artillery.

IMPERIAL GUARD HORSE ARTILLERY.....(80 POINTS)

	Type	F	A	R	C	TAC	STG
Horse Artillery	Artillery	3	1	1	4	2	-
Gun	Artillery	-	-	3	-	-	-
Capitaine	Officer	-	+1	3	4	-	1

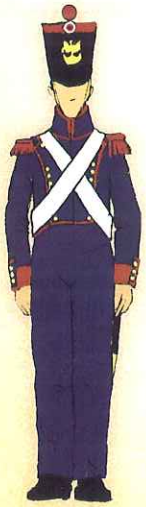
Companies: An artillery battery comprises a single company (four crew and one light cannon). Up to two extra companies may be added to the battery for +55 points each.

Armament: None.

Command: The artillery battery may be led by a mounted Capitaine at +20 points.

Options:
- The entire battery may exchange all of its light cannons for medium cannons (6lbs) at a cost of +10 points per company
- If the battery contains three companies, one cannon may be exchanged for a Light Howitzer at no extra cost.

Special Rules:
- Horse Artillery.



YOUNG GUARD FOOT ARTILLERY ..... 70 POINTS

	Type	F	A	R	C	TAC	STG
Foot Artillery	Artillery	3	1	1	4	2	-
Gun	Artillery	-	-	3	-	-	-
Capitaine	Officer	-	+1	3	4	-	1

Companies: An artillery battery comprises a single company (four crew and one medium cannon). Up to two further companies may be added to the battery for +50 points each.

Armament: None.

Command: The artillery battery may be led by a Capitaine at +15 points.

Options:
- If the battery contains three companies, one cannon may be exchanged for a Light Howitzer at no extra cost.
- The entire battery may exchange all of its medium cannons for heavy cannons (12lbs) at a cost of +12 points per company

Special Rules:
- Artillery.

ARTILLERY BATTERIES

The French army may spend up to 50% of its total points on artillery.

FOOT ARTILLERY ..... 65 POINTS

	Type	F	A	R	C	TAC	STG
Foot Artillery	Artillery	3	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Capitaine	Officer	-	+1	3	3	-	1

Companies: An artillery battery comprises a single company (four crew and one medium cannon). Up to two further companies may be added to the battery for +45 points each.

Armament: None.

Command: The artillery battery may be led by a Capitaine at +15 points.

Options:
- If the battery contains three companies, one cannon may be exchanged for a Light Howitzer at no extra cost.
- The entire battery may exchange all of its medium cannons for heavy cannons (12lbs) at a cost of +12 points per company

Special Rules:
- Artillery.

HORSE ARTILLERY ..... 70 POINTS

	Type	F	A	R	C	TAC	STG
Horse Artillery	Artillery	3	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Capitaine	Officer	-	+1	3	3	-	1

Companies: An artillery battery comprises a single company (four crew and one light cannon). Up to two extra companies may be added to the battery for +40 points each.

Armament: None.

Command: The artillery battery may be led by a mounted Capitaine at +20 points.

Options:
- The entire battery may exchange all of its light cannons for medium cannons (6lbs) at a cost of +10 points per company
- If the battery contains three companies, one cannon may be exchanged for a Light Howitzer at no extra cost.

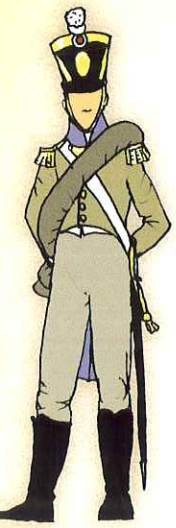
Special Rules:
- Horse Artillery.

FRENCH BRIGADES

French Infantry Brigades comprise 3-6 battalions of line or light infantry and a single independent officer. Optionally, they may also include a single Foot Artillery battery. Imperial Guard Infantry Brigades comprise 3-6 battalions of Imperial Guard infantry (which must all be either Old, Middle or Young Guard) and a single independent officer. They may also be accompanied by a battery of Imperial Guard artillery.

Cavalry brigades comprise 3-6 squadrons of cavalry (these may be of different types, but no more than two different types of cavalry may be present in a single brigade, and all must be either heavy or light). If you wish to field any Imperial Guard cavalry in the brigade, then all units in the brigade must be Imperial Guard.

French Peninsular War Allies (1807-14)



Independent Officers

German Colonel ..... 75 points

Represents an officer from a variety of Germanic countries, including Nassau, Berg and Westphalia.

	Type	F	A	R	C	TAC	STG
Colonel	Officer	3	1	1	5	-	2
Aides	Special	-	+1	+1	-	-	-

Options:
- A colonel may have up to 50 points of grand strategies.
- May be accompanied by Aides for +10 points.
- May be mounted for +10 points.

Infantry Battalions

Italian Line Infantry ..... 60 points

	Type	F	A	R	C	TAC	STG
Infantry	Infantry	3	3	1	3	3	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2

Companies: A Line Infantry Battalion comprises two companies of Fusiliers. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

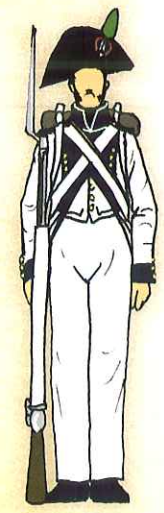
- Up to 4 additional companies at +20 pts per company.

Armament: Muskets and bayonets.

Command: The battalion is led by a Captain. If the battalion totals six companies, the Captain may be replaced by a Major for +25 pts.

Options:
- If the battalion comprises six companies, one must be upgraded to a Light company for +25 points.
- If the battalion comprises six companies, one must be upgraded to a Grenadier company for +30 points.
- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The battalion commander may be mounted for +5 points.
- The battalion may be Drilled at a cost of +15 points per company.

Special Rules:
- If the battalion includes a Light Company, it gains the Skirmish Screen special rule. If it includes Grenadiers, it gains the Hardened special rule.



Neapolitan Line Battalion ..... 45 points

	Type	F	A	R	C	TAC	STG
Infantryman	Infantry	3	3	1	2	2	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	2	-	1

Companies: A Line Battalion comprises two companies of infantry. One of these is automatically designated as the command company, and contains a drummer, and the colours. Additional companies may be purchased for the battalion as follows:

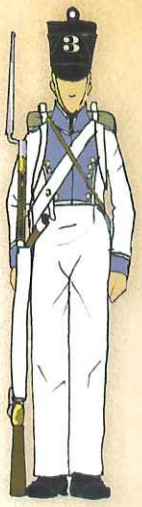
- Up to 4 additional companies at +15 pts per company.

Armament: Musket and bayonet.

Command: The battalion is led by a Captain.

Options:
- If the battalion comprises six companies, one must be upgraded to a Light company for +25 points.
- If the battalion comprises six companies, one must be upgraded to a Grenadier company for +30 points.
- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The Captain may be mounted for +5 points.

Special Rules:
- If the battalion includes a Light Company, it gains the Skirmish Screen special rule. If it includes Grenadiers, it gains the Hardened special rule.



NASSAU, BERG OR WESTPHALIAN LINE BATTALION ..... 50 POINTS

	Type	F	A	R	C	TAC	STG
Infantryman	Infantry	3	3	1	3	2	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2

Companies: A Line Battalion comprises two companies of Fusiliers. One of these is automatically designated as the command company, and contains a drummer, and the colours. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional companies at +15 pts per company.

Armament: Musket and bayonet.

Command: The Line Battalion is led by a Captain. If the battalion totals six companies, the Captain may be replaced by a Major for +25 pts.

Options:
- If the battalion comprises six companies, one must be upgraded to a Light company for +25 points.
- If the battalion comprises six companies, one must be upgraded to a Grenadier company for +30 points.
- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The battalion commander may be mounted for +5 points.

Special Rules:
- If the battalion includes a Light Company, it gains the Skirmish Screen special rule. If it includes Grenadiers, it gains the Hardened special rule.

NASSAU LIGHT INFANTRY BATTALION ..... 55 POINTS

	Type	F	A	R	C	TAC	STG
Infantryman	Infantry	3	3	1	3	2	-
Captain	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2

Companies: The Battalion comprises two companies of Light Infantrymen. One of these is automatically designated as the command company, and contains a bugler, colours and Battalion Commander. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional companies at +15 pts per company.

Armament: Musket and bayonet.

Command: The battalion is led by a Captain. If the battalion totals six companies, the Captain may be replaced by a Major for +25 pts.

Special Rules:
- Light Infantry.

SWISS MERCENARIES ..... 70 POINTS

The army may include up to four battalions of Swiss Mercenaries.

	Type	F	A	R	C	TAC	STG
Mercenary	Infantry	3	3	1	3	4	-
Hauptmann	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2

Companies: A Swiss Mercenary battalion comprises two companies of mercenaries. One of these is automatically designated as the command company, and contains a drummer and colours. Additional companies may be purchased for the battalion as follows:

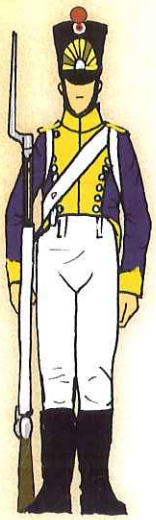
- Up to 4 additional companies at +25 pts per company.

Armament: Musket and bayonet.

Command: The battalion is led by a Hauptmann (Captain). The Hauptmann may be replaced by a Major for +25 pts.

Options:
- If the battalion comprises six companies, one must be upgraded to a Light company for +25 points.
- If the battalion comprises six companies, one must be upgraded to a Grenadier company for +30 points.
- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The battalion commander may be mounted for +5 points.
- The battalion may be Drilled at a cost of +10 points per company.

Special Rules:
- If the battalion includes a Light Company, it gains the Skirmish Screen special rule. If it includes Grenadiers, it gains the Hardened special rule.



POLISH VISTULA LEGION LINE BATTALION ... 55 POINTS FOR REGULARS 40 POINTS FOR RAW CONSCRIPTS

	Type	F	A	R	C	TAC	STG
Vistula (raw)	Infantry	2	3	1	3	2	-
Vistula (reg)	Infantry	3	3	1	3	3	-
Sapper	Special	-	+1	1	-	-	-
Kapitan	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2

Companies: A Line Battalion comprises two companies of Vistula infantry. One of these is automatically designated as the command company, and contains a drummer, and colours. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional companies at +20 pts per company of regulars, or +15 pts for raw conscripts.

Armament: Musket and bayonet.

Command: The Line Battalion is led by a Kapitan. If the battalion totals six companies, he may be replaced by a Major for +25 pts.

Options:
- If the battalion comprises six companies, one must be upgraded to a Light company for +25 points.
- If the battalion comprises six companies, one must be upgraded to a Grenadier company for +30 points.
- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The battalion commander may be mounted for +5 points.

Special Rules:
- If the battalion includes a Light Company, it gains the Skirmish Screen special rule. If it includes Grenadiers, it gains the Hardened special rule.

PRUSSIAN MUSKETEER BATTALION ..... 45 POINTS

	Type	F	A	R	C	TAC	STG
Musketeer	Infantry	3	3	1	2	2	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	2	-	1

Companies: A Musketeer Battalion comprises two companies of infantry. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional companies at +15 pts per company.

Armament: Muskets and bayonets.

Command: The Musketeer Battalion is led by a Captain.

Options:
- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The battalion commander may be mounted for +5 points.

Special Rules:
- Zuge (May change to Column of Attack formation without spending a TAC point, just like the French).

ALLIED BRIGADES

Allied brigades must be composed of units and officers of the same nationality; either Italian – including Neapolitans – German (Nassau, Berg or Westphalian), Prussian, Swiss or Polish Vistula. The Swiss are a special case, as they can also replace a unit of Line Infantry in any French or allied brigade. Allied Infantry Brigades comprise 3-4 battalions of line infantry or light infantry, plus a single independent officer. Any infantry brigade may include a single battery of foot artillery.

Cavalry brigades comprise 3-4 squadrons of cavalry, which must all be either light or heavy. Any cavalry brigade may include a single battery of horse artillery.

Cavalry Squadrons

POLISH VISTULA LANCERS ..... 110 POINTS

	Type	F	A	R	C	TAC	STG
Lancer	Cavalry	3	4	2	3	3	-
Kapitan	Officer	-	+1	2	3	-	1
Major	Officer	-	+1	2	4	-	2

Companies: A Lancers squadron comprises three companies of Vistula cavalry. One of these is automatically designated as the command company, and includes the bugler and squadron commander.

Three additional companies, with no command company, may be purchased for the squadron at +90 points.

Armament: Sabres, lances and pistols.

Command: The squadron is led by a Kapitan. He may be replaced by a Major for +25 pts.

Special Rules:
- Light Cavalry

Artillery Batteries

ITALIAN FOOT ARTILLERY ..... 60 POINTS

	Type	F	A	R	C	TAC	STG
Foot Artillery	Artillery	2	1	1	2	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	2	-	1

Companies: An artillery battery comprises a single company (four crew and one medium cannon). Up to two further companies may be added to the battery for +45 points each.

Armament: None.

Command: The battery may be led by an Artillery Captain for +20 points.

Options:
- If the battery contains three companies, one cannon may be exchanged for a Light Howitzer at no extra cost.

Special Rules:
- Artillery.

ITALIAN HORSE ARTILLERY ..... 75 POINTS

	Type	F	A	R	C	TAC	STG
Horse Artillery	Artillery	3	1	1	2	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	2	-	1

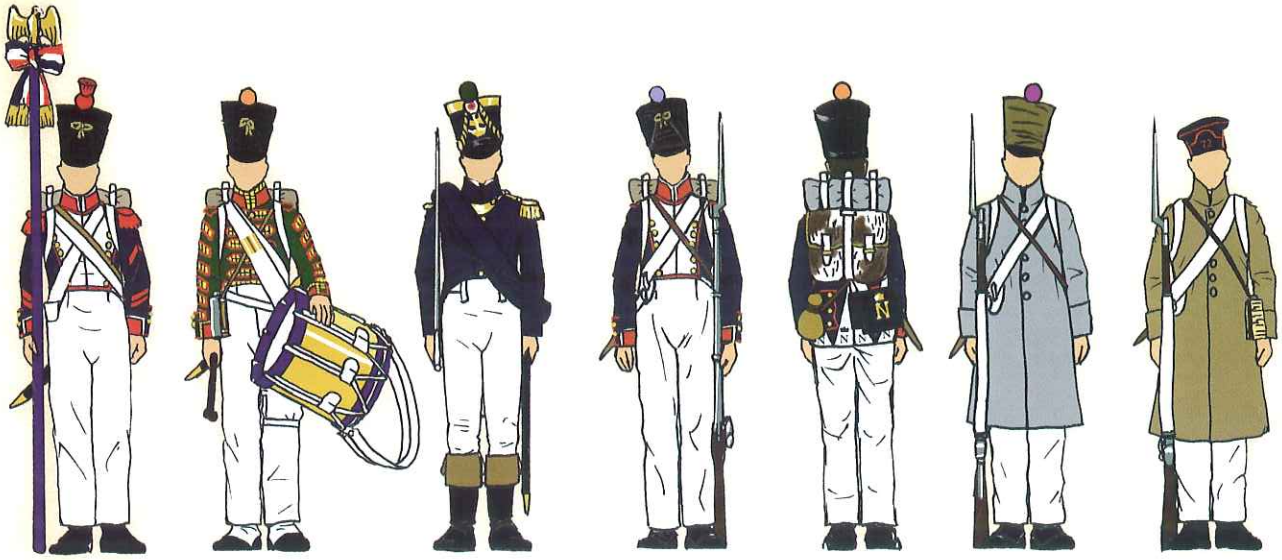
Companies: An artillery battery comprises a single company (four crew and one medium cannon). Up to two extra companies may be added to the battery for +50 points each.

Armament: None.

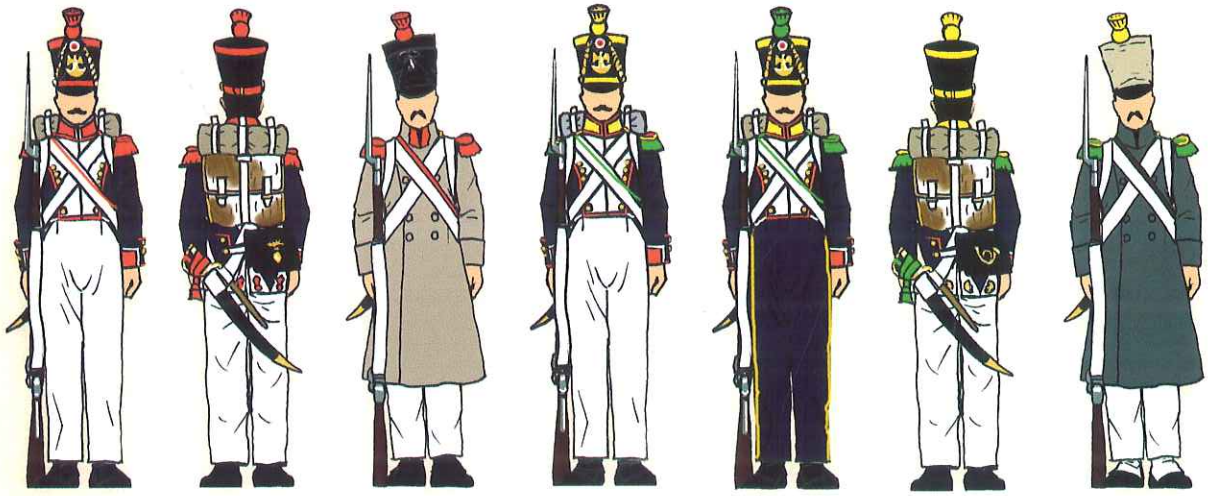
Command: The artillery battery may be led by an Artillery Captain at +20 points, who may be mounted for +5 points.

Special Rules:
- Horse Artillery.

French Uniforms



Eagle Bearer | *Drummer* | *Infantry Office* | *Fusilier* | *Fusilier (rear)* | *Fusilier* | *Fusilier*



Grenadier | *Grenadier* | *Grenadier* | *Voltigeur* | *Voltigeur* | *Voltigeur* | *Voltigeur*

A selection of colours of the type typically carried by French line infantry regiments.

Great Britain

Amongst the various partners of the coalitions against Napoleon, Britain alone remained a constant and implacable enemy of France. At sea, on land and through ruthless commerce, 'Perfidious Britain' as Napoleon called her, fought doggedly until Napoleon's ultimate defeat.

Given Britain's proximity to France, the British government was ever fearful of an invasion from across the Channel. To this end, vast sums of money were poured into the Royal Navy, which dominated the seas across the world and provided veritable wooden walls behind which Britain remained safe and resolute even when her allies were toppled. With this sanctuary in place, Britain was able to send a small but highly trained army to oppose France with strategic precision bordering on the surgical. Despite a few 'bloody noses' early on, the British army came into its own during the Peninsular War. This campaign included its fair share of misfortunes for Britain, but was ultimately a drain on France that Napoleon could ill afford. It also brought to prominence Britain's great commander, Arthur Wellesley, Duke of Wellington, who would later go on – with fairly equal parts tactical skill and great fortune – to hand Napoleon his final defeat at Waterloo.

The British army was not always great – the campaign in Flanders (1793-95) ended embarrassingly for a nation with so proud a history. But this poor performance brought about a decade of reforms, which culminated in the reinvigorated army defeating General Reynier's army at the Battle of Maida, Sicily. This victory set a template for success – British forces would deploy defensively, in thin lines, inviting the French to come onto them. They held fire until the French soldiers were within musket range, and would then pour volley after volley of musket fire into the enemy until they broke. A simple tactic, but one that worked incredibly well due mainly to the disciplined British musket drill. The British army compensated for numerical deficiencies with innovations – the two-rank line and skirmishing riflemen being the most celebrated. After Maida, other victories followed, and none could claim more famous honours than Wellington, who fought tooth and nail to win through at Salamanca, Vittoria, Orthez and Toulouse, and then on to Waterloo.

Through many campaigns, more and more British regiments earned almost heroic reputations – the Coldstream Guards, the Black Watch, and the Life Guards. The British army was one that sought triumph in the face of adversity, that turned unfortunates and even criminals into 'blue heroes', and that prided itself on tenacity and dogged determination.

Decisive battle of the Life Guards at Waterloo. Anne S. K. Brown Military Collection, Brown University Library.

Great Britain Army List

ARMY SPECIAL RULES

Two-Rank Line
British infantry battalions were encouraged to fire in a two-rank line rather than the conventional three, as it was noted that the third rank of troops were not only ineffective, but actually posed a hazard to their comrades in the front ranks. British and KGL line infantry expanded their frontage and thus trained more muskets effectively at the enemy. These battalions have the Two-rank Line special rule.

Note that due to their similarities in quality and organisation, and their integration into the British army, the King's German Legion is included in this army list.

"I don't know what effect these men will have upon the enemy, but, by God, they frighten me."

- Wellington

Independent Officers

FIELD MARSHAL/GENERAL ..... 140 POINTS

	Type	F	A	R	C	TAC	STG
General	Officer	3	2	3	6	-	3

Your army may include one Field Marshal/General for every 2,000 points or part thereof. A general is always accompanied by adjutants and aides, who are taken into account in the improved profile above.

A Field Marshal/General is always the army general. If the army includes more than one such officer, then these are subservient to the army general.

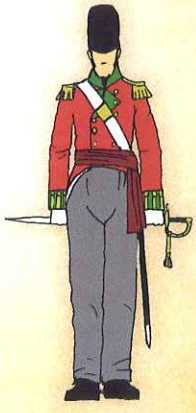
Options:
- A general may have up to 100 points of grand strategies.
- May be mounted for +10 points.

COLONEL (INC. LIEUTENANT-COLONEL & MAJOR-GENERAL)..... 80 POINTS

	Type	F	A	R	C	TAC	STG
Colonel	Officer	3	1	1	5	-	2
Aides	Special	-	+1	+1	-	-	-

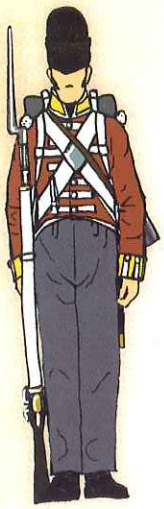
Options:
- A colonel may have up to 50 points of grand strategies.
- May be accompanied by Aides de Camp for +10 points.
- May be mounted for +10 points.

MAJOR (INC. BRIGADIER-MAJOR) ..... 65 POINTS



	Type	F	A	R	C	TAC	STG
Major	Officer	3	1	1	4	-	2
Aides	Special	-	+1	+1	-	-	-

Options:
- A major may have up to 25 points of grand strategies.
- May be accompanied by Aides de Camp for +10 points.
- May be mounted for +10 points.



INFANTRY BATTALIONS

BRITISH LINE BATTALION ..... 115 POINTS FOR ELITE
90 POINTS FOR REGULARS
55 POINTS FOR RAW RECRUITS*

Elite infantry represents Peninsular War veterans and highlanders.

	Type	F	A	R	C	TAC	STG
Raw	Infantry	2	3	1	3	2	-
Regular	Infantry	3	3	1	3	3	-
Elite*	Infantry	4	3	1	4	3	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	3/4	-	1
Major	Officer	-	+1	1	4	-	2
Colonel	Officer	-	+1	1	5	-	2

**You may only choose one Raw Recruits battalion for every two battalions of regulars in your force.*

Companies: A Line Battalion comprises three companies of Line Infantry. One of these is automatically designated as the command company, and contains a drummer, regimental colours and King's colours (standard bearer). Additional companies may be purchased for the battalion as follows:

- Up to 5 additional Line Battalion companies at +25 pts per company of Elite troops, +20 pts for Regulars, or +15 pts per company of Raw Recruits.

Armament: Musket and bayonet.

Command: The Line Battalion is led by a Captain, who has the same Command value as the rest of his unit (3 for Regulars or Raw, and 4 for Elites). If the battalion totals six or more companies, the Captain may be replaced by a Major for +25 pts, or a Colonel for +35 pts.

Options:

- If the battalion comprises at least six companies, one may be upgraded to a Light Company for +25 points, and one may be upgraded to Grenadiers for +30 points.
- The command company may take an Engineers contingent (represented by a single model) for 25 points.
- Any battalion may have Bayonet Drill for +10 points per company.
- The battalion commander may be mounted for +5 points.

Special Rules:

- Two-rank Line
- Elites are Drilled.
- If the battalion includes a Light Company, it gains the Skirmish Screen special rule. If it includes Grenadiers, it gains the Hardened special rule.

British line infantry fire off a volley, whilst skirmishing riflemen move up in support.

BRITISH GUARDS ..... 130 POINTS

You may choose one Guard battalion for every two line battalions (either regulars, raw or elites). You may never field more than seven battalions of Guard infantry in total.

	Type	F	A	R	C	TAC	STG
Guard	Infantry	4	3	1	4	4	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	4	-	1
Major	Officer	-	+1	1	4	-	2
Colonel	Officer	-	+1	1	5	-	2

Companies: A Guards Battalion comprises three companies of Line Infantry. One of these is automatically designated as the command company, and contains a drummer, regimental colours and King's colours (standard bearer). Additional companies may be purchased for the battalion as follows:

- Up to 5 additional Line Battalion companies at +32 pts per company.

Armament: Musket and bayonet.

Command: The Guards Battalion is led by a Captain. If the battalion totals six or more companies, the Captain may be replaced by a Major for +20 pts, or a Colonel for +35 pts.

Options:
- If the battalion comprises at least five companies, one may be upgraded to a Light Company for +25 points.
- If the battalion comprises at least five companies, one may be upgraded to Grenadiers for +30 points.
- The command company may take an Engineers contingent (represented by a single model) for +25 points.
- Any battalion may have Bayonet Drill for +10 points per company.
- The battalion commander may be mounted for +5 points.

Special Rules:
- Two-rank Line
- Guard battalions are Drilled.
- If the battalion includes a Light Company, it gains the Skirmish Screen special rule. If it includes Grenadiers, it gains the Hardened special rule.

KGL LINE BATTALION ..... 80 POINTS

	Type	F	A	R	C	TAC	STG
KGL	Infantry	3	3	1	3	3	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	4	-	1
Major	Officer	-	+1	1	4	-	2
Colonel	Officer	-	+1	1	5	-	2

Companies: A Line Battalion comprises three companies of Line Infantry. One of these is automatically designated as the command company, and contains a drummer, regimental colours and King's colours (standard bearer). Additional companies may be purchased for the battalion as follows:

- Up to 3 additional Line Battalion companies at +22 pts per company

Armament: Musket and bayonet. If the unit includes a Light Company, it is armed with rifles and bayonets.

Command: The Line Battalion is led by a Captain. If the battalion totals six or more companies, the Captain may be replaced by a Major for +20 pts, or a Colonel for +35 pts.

OPTIONS:
- If the battalion comprises five or more companies, one may be upgraded to a Light Company for +25 points.
- If the battalion comprises five or more companies, one may be upgraded to Grenadiers for +30 points.
- The command company may take an Engineers contingent (represented by a single model) for +25 points.
- The battalion commander may be mounted for +5 points.

Special Rules:
- Two-rank Line
- If the battalion includes a Light Company, it gains the Skirmish Screen special rule. If it includes Grenadiers, it gains the Hardened special rule.

> "Honorable retreats are no ways inferior to brave charges, as having less fortune, more of discipline, and as much valor."
>
> *- Major General Sir William Napier (1810)*

BRITISH LIGHT INFANTRY BATTALION ..... 90 POINTS FOR KGL
80 POINTS FOR REGULARS
65 POINTS FOR RAW RECRUITS

Including KGL Infantry

	Type	F	A	R	C	TAC	STG
Light (KGL)	Infantry	3	3	1	3	3	-
Light (Raw)	Infantry	2	3	1	3	2	-
Light (Reg)	Infantry	3	3	1	3	3	-
Captain	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2
Colonel	Officer	-	+1	1	5	-	2

Companies: A Light Infantry Battalion comprises three companies of Light Infantry. One of these is automatically designated as the command company, and contains a bugler and Captain. Optionally, it may also contain the regimental colours and King's colours (standard bearer). Additional companies may be purchased for the battalion as follows:

- Raw battalions may take up to 5 additional Light Battalion companies at +18 pts per company.
- Regular battalions may take up to 5 additional Light Battalion companies at +20 pts per company.
- KGL Battalions may take up to 3 additional companies at +22 pts per company.

Armament: Raw and Regular battalions are armed with muskets and bayonets. KGL battalions are armed with rifles and bayonets.

Command: The Light Infantry Battalion is led by a Captain. If the battalion totals six or more companies, the Captain may be replaced by a Major for +25 pts, or a Colonel for +35 pts.

Options:
- Any battalion of Light Infantry Regulars or KGL may be Drilled for +5 points per company.

Special Rules:
- Light Infantry.

BRITISH RIFLES BATTALION.....115 POINTS

You may choose up to two Rifles battalions for your army.

	Type	F	A	R	C	TAC	STG
Riflemen	Infantry	3	3	1	3	4	-
Captain	Officer	-	+1	1	3	-	1
Colonel	Officer	-	+1	1	4	-	2
Major	Officer	-	+1	1	5	-	2

Companies: A Rifle Battalion comprises two companies of Riflemen. One of these is automatically designated as the command company, and includes a bugler. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional Riflemen companies at +35 pts per company

Armament: Rifle and bayonet.

Command: The Rifles Battalion is led by a Captain. If the battalion totals six or more companies, the Captain may be replaced by a Major for +25 pts, or a Colonel for +35 pts.

Options:
Any battalion of rifles may take the Marksmen upgrade, at a cost of +15 points per company.

Special Rules:
- Light Infantry
- Called Shot.

British Riflemen at the defence of La Haie-Sainte.

CAVALRY SQUADRONS

GUARD (HOUSEHOLD) CAVALRY ..... 190 POINTS

The regiments of the Household Brigade were the flower of the Allies' cavalry. The troopers of the Life Guards were mounted on large, black horses with manes brushed to the left to distinguish them from the Royal Horse Guards (The Blues) who brushed them to the right.

	Type	F	A	R	C	TAC	STG
Guards	Cavalry	4	6	3	4	3	-
Captain	Officer	-	+1	3	4	-	1
Major	Officer	-	+1	3	4	-	2
Colonel	Officer	-	+1	3	5	-	2

Companies: A Cavalry squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes a bugler and the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +150 points.

Armament: Sabres and pistols.

Command: The Guard Cavalry squadron is led by a cavalry Captain. If the squadron totals six companies, the Captain may be replaced by a Major for +25 pts, or a Colonel for +40 pts.

Options:
- Guard squadrons may carry carbines at +5 points per company.
- Guard squadrons may be equipped with cuirasses for +10 points per company.

Special Rules:
- Heavy Cavalry
- Impetuous.

DRAGOON GUARDS ..... 65 POINTS FOR GUARDS
180 POINTS FOR SCOTS GREYS

An army may never field more than three squadrons of Scots Greys.

"Ces terribles chevaux gris! Comme ils travaillent!"

"Those terrible grey horses, how they strive!"

	Type	F	A	R	C	TAC	STG
Dragoon Guards	Cavalry	4	5	3	3	4	-
Captain	Officer	-	+1	3	3	-	1
Major	Officer	-	+1	3	4	-	2
Colonel	Officer	-	+1	3	5	-	2

Companies: A cavalry squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes a bugler and the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +130 points.

Armament: Sabres, carbines and pistols.

Command: The Dragoon Guards squadron is led by a cavalry Captain. If the squadron totals six companies, the Captain may be replaced by a Major for +25 pts, or a Colonel for +40 pts.

Special Rules:
- Heavy Cavalry; Impetuous
- Scots Greys have a Fierce Reputation (based more on their appearance and ferocity than their actual battle honours!).

DRAGOONS .....130 POINTS

	Type	F	A	R	C	TAC	STG
Dragoons	Cavalry	3	5	3	3	3	-
Captain	Officer	-	+1	3	3	-	1
Major	Officer	-	+1	3	4	-	2
Colonel	Officer	-	+1	3	5	-	2

Companies: A cavalry squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes a bugler and the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +100 points.

Armament: Sabres, carbines and pistols.

Command: The Dragoon squadron is led by a cavalry Captain. If the squadron totals six companies, the Captain may be replaced by a Major for +30 pts, or a Colonel for +40 pts.

Special Rules:
- Heavy Cavalry
- Impetuous.

LIGHT DRAGOONS ..... 105 POINTS FOR BRITISH
115 POINTS FOR KING'S GERMAN LEGION

You may only choose up to two units of KGL Light Dragoons for your army.

	Type	F	A	R	C	TAC	STG
Light Dragoons	Cavalry	3	4	2	3	4	-
KGL Light Dragoons	Cavalry	4	4	2	3	4	-
Captain	Officer	-	+1	2	3	-	1
Major	Officer	-	+1	2	4	-	2
Colonel	Officer	-	+1	2	5	-	2

Companies: A cavalry squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes a bugler and the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +85 points.

Armament: Sabres, carbines and pistols.

Command: The Light Dragoon squadron is led by a cavalry Captain. If the squadron totals six companies, the Captain may be replaced by a Major for +30 pts, or a Colonel for +40 pts.

Special Rules:
- Heavy Cavalry
- Impetuous.

HUSSARS, INCLUDING KGL..... 115 POINTS

	Type	F	A	R	C	TAC	STG
Hussars	Cavalry	4	4	2	3	4	-
Captain	Officer	-	+1	2	4	-	1
Major	Officer	-	+1	2	4	-	2
Colonel	Officer	-	+1	2	5	-	2

Companies: A cavalry squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes a bugler and the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +85 points.

Armament: Sabres, carbines and pistols.

Command: The Hussar squadron is led by a cavalry Captain. If the squadron totals six companies, the Captain may be replaced by a Major for +30 pts, or a Colonel for +40 pts.

Special Rules:
- Light Cavalry.

ARTILLERY BATTERIES

ROYAL FOOT ARTILLERY OR KGL ARTILLERY.....65 POINTS

	Type	F	A	R	C	TAC	STG
Foot Artillery	Artillery	3	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	3	-	1

Companies: An artillery battery comprises a single company (four crew and one medium cannon). Up to two further companies may be added to the battery for +50 points each.

Armament: None (historically the crew would have carried muskets, but there were so few that their effects in the game would be negligible).

Command: The artillery battery may be led by an Artillery Captain at +15 points.

Options:
- If the battery contains three companies, one cannon may be exchanged for a Light Howitzer at no extra cost.

Special Rules:
- Artillery.

ROYAL HORSE ARTILLERY ..... 75 POINTS

	Type	F	A	R	C	TAC	STG
Horse Artillery	Artillery	3	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	3	-	1

Companies: An artillery battery comprises a single company (four crew and one medium cannon). One extra company may be added to the battery for +60 points.

Armament: None.

Command: The artillery battery may be led by a mounted Artillery Captain at +20 points.

Options:
- If the battery contains two companies, one cannon may be exchanged for a Light Howitzer at no extra cost.

Special Rules
- Horse Artillery.

RHA ROCKET TROOP.....75 POINTS

You may take one Rocket Troop in your army.

	Type	F	A	R	C	TAC	STG
Horse Artillery	Artillery	3	1	1	3	2	-
Rockets	Artillery	-	-	1	-	-	-
Captain	Officer	-	+1	3	4	-	1

Companies: A rocket troop comprises a single company (four crew and one rocket stand). Up to two extra companies may be added to the battery for +50 points each.

Armament: None.

Command: The artillery battery may be led by a mounted Artillery Captain at +20 points.

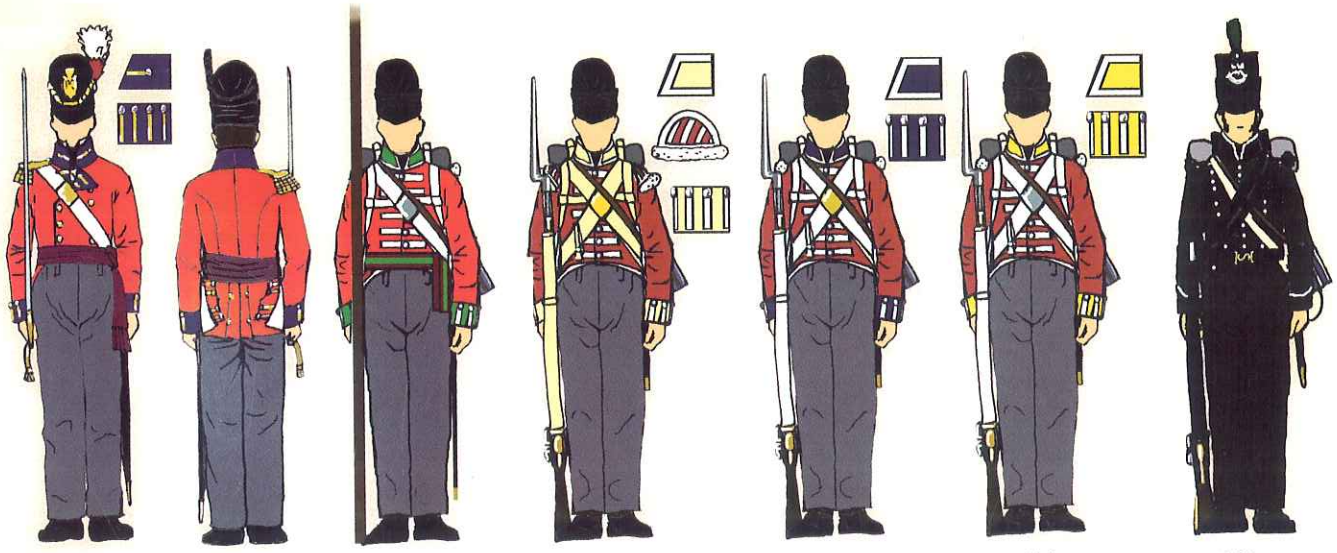
SPECIAL RULES
- Horse Artillery.

BRITISH BRIGADES

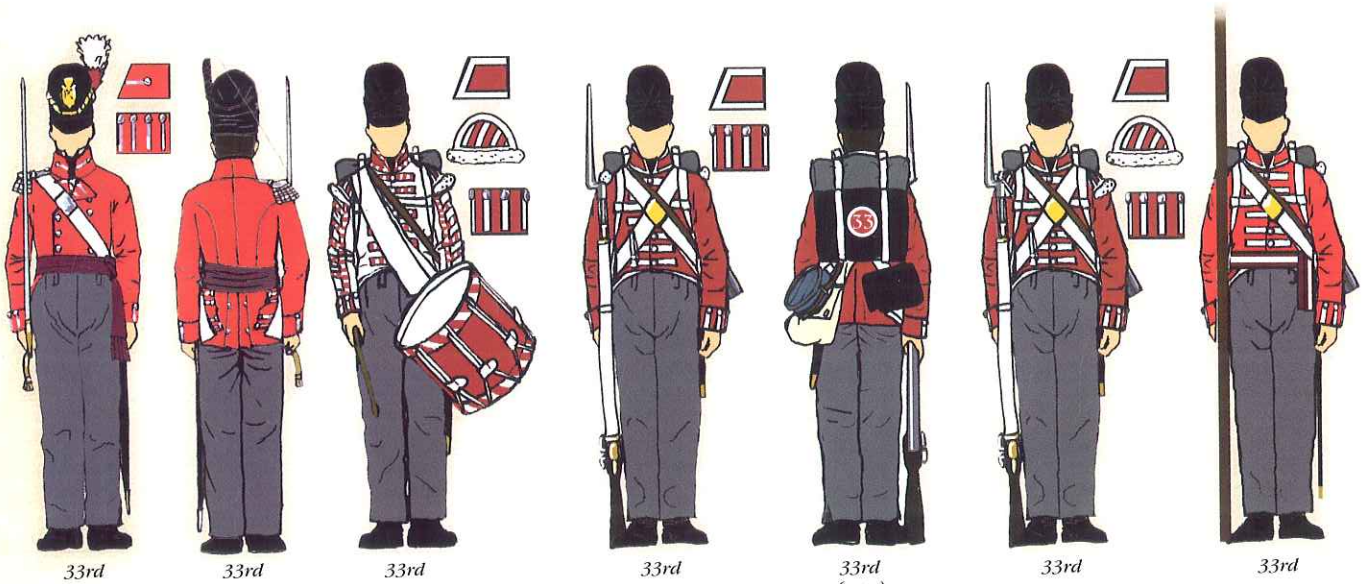
Infantry Brigades come in two types – infantry and guard. Normal infantry brigades comprise 3-4 battalions line infantry or light infantry, plus a single independent officer. One of the battalions in the brigade may be replaced by a rifle battalion. Guard brigades comprise 2-3 battalions of Guard infantry. Any infantry brigade may include a single battery of foot artillery (drawn from the divisional artillery).

Cavalry brigades (historically the term 'brigade' wasn't used in the same way to describe cavalry, but we use it here as a game term to avoid confusion) comprise 3-4 squadrons of cavalry, which must all be of the same type. Any cavalry brigade may include a single battery of horse artillery, and may also take an independent officer.

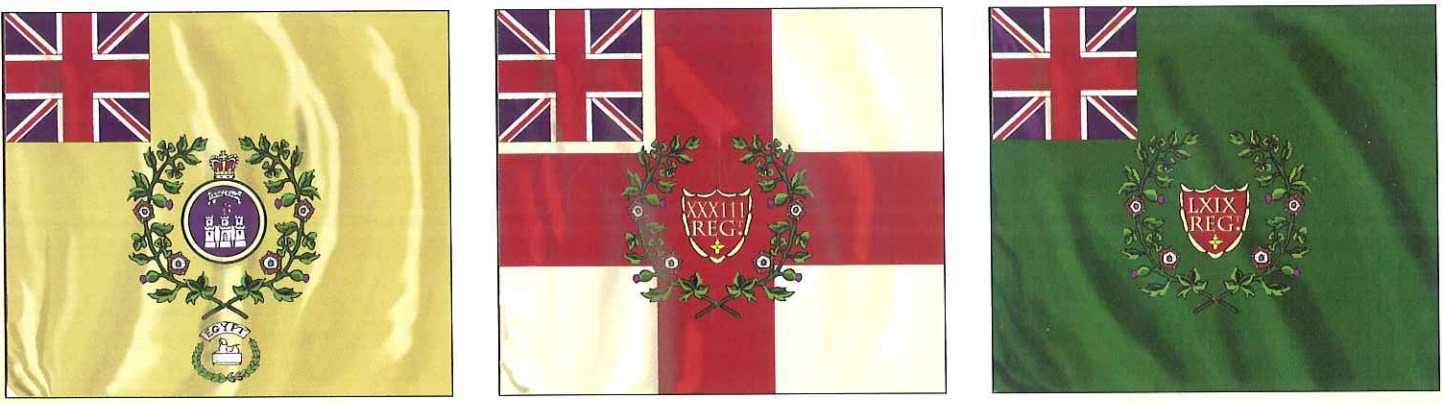
BRITISH UNIFORMS



4th | 4th | 54th | 40th Flank Company | KGL | 44th | 95th



33rd | 33rd | 33rd | 33rd | 33rd (rear) | 33rd | 33rd



A selection of British regimental colours, as carried by line infantry battalions.

Peninsular War Coalition Allies (1807-14)

Independent Officers

PORTUGUESE COLONEL.....70 POINTS

	Type	F	A	R	C	TAC	STG
Colonel	Officer	3	1	1	4	-	2

Options:
- A Spanish Colonel may have up to 25 points of grand strategies.
- May be accompanied by Aides de Camp for +10 points.
- May be mounted for +10 points.

SPANISH COLONEL ..... 65 POINTS)

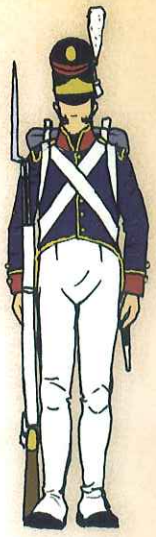
	Type	F	A	R	C	TAC	STG
Colonel	Officer	3	1	1	4	-	2

Options:
- A Spanish Colonel may have up to 25 points of grand strategies.
- May be accompanied by Aides de Camp for +10 points.
- May be mounted for +10 points.

Special Rules:
- Mistrust

Two companies of Spanish Guerillas prepare to join the fight against the invading French.

INFANTRY BATTALIONS



PORTUGUESE LINE BATTALION.....65 POINTS

Portuguese Line Battalions may only be fielded in late Peninsula War actions (1813-14).

	Type	F	A	R	C	TAC	STG
Infantry	Infantry	3	3	1	2	3	-
Capitaine	Officer	-	+1	1	2	-	1

Companies: A Line Battalion comprises three companies of infantry. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

- Up to 3 additional Line Battalion companies at +18 pts per company

Armament: Musket and bayonet.

Command: The Line Battalion is led by a Capitaine.

Options:
- If the battalion comprises five or more companies, one may be upgraded to a Light Company for +25 points.

- If the battalion comprises five or more companies, one may be upgraded to Grenadiers for +30 points.

Special Rules:
- If the battalion includes a Light Company, it gains the Skirmish Screen special rule. If it includes Grenadiers, it gains the Hardened special rule.

PORTUGUESE MILITIA.....40 POINTS

	Type	F	A	R	C	TAC	STG
Militia	Infantry	2	3	1	2	2	-
Capitaine	Officer	-	+1	1	2	-	1

Companies: A Militia Battalion comprises three companies of Militia. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

- Up to 5 additional Line Battalion companies at +12 pts per company

Armament: Musket and bayonet.

Command: The Militia Battalion is led by a Capitaine.

Special Rule:
- Militia

PORTUGUESE CACADORES .....80 POINTS

You may never field more than six units of Cacadores in your army.

	Type	F	A	R	C	TAC	STG
Cacadores	Infantry	2	3	1	3	3	-
Capitaine	Officer	-	+1	1	3	-	1

Companies: A Cacadores unit comprises two companies. One of these is automatically designated as the command company, and includes a bugler. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional Cacadores companies at +20 pts per company

Armament: Rifle and bayonet.

Command: The Cacadores unit is led by a Capitaine.

Options:
If the unit contains six companies, one may be upgraded to Tiradores for +45 points.

Special Rules:
- Light Infantry. In addition, if the unit contains any Tiradores, the whole battalion gains the Marksmen special rule.

SPANISH LINE BATTALION.....65 POINTS FOR REGULARS 45 POINTS FOR RAW)

	Type	F	A	R	C	TAC	STG
Infantry (Reg)	Infantry	3	3	1	2	3	-
Infantry (Raw)	Infantry	3	3	1	1	2	-
Capitán	Officer	-	+1	1	2	-	1

Companies: A Line Battalion comprises three companies of Line Infantry. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

- Up to 3 additional Line Battalion companies at +18 pts per regular company, and +12 pts per Raw company.

Armament: Musket and bayonet.

Command: The Line Battalion is led by a Capitán.

Options:
- If the battalion comprises five or more companies, one may be upgraded to a Light Company for +25 points.
- If the battalion comprises five or more companies, one may be upgraded to Grenadiers for +30 points.

Special Rules:
- Mistrust
- If the battalion includes a Light Company, it gains the Skirmish Screen special rule. If it includes Grenadiers, it gains the Hardened special rule.

SPANISH GUERRILLAS.....30 POINTS

	Type	F	A	R	C	TAC	STG
Guerillas	Infantry	3	3	1	2	3	-
Commandant	Officer	-	+1	1	3	-	1

Companies: A Guerillas unit may only ever comprise a single company, or partida, which counts as a command company.

Armament: Muskets, knives (count as bayonets) and pistols.

Command: The Guerrillas are led by a Commandant.

Special Rules:
- Light Infantry
- Guerrillas.

TIRADORES DE DOYLE/ CAZADORES DE BARBASTROS ..... 55 POINTS

This unit represents a renowned battalion of British-led sharpshooters, originally led by Colonel Charles W. Doyle in 1808. Post-1810, Doyle was promoted to General and moved on to other duties. You may only field a single battalion of Tiradores in your army.

	Type	F	A	R	C	TAC	STG
Tirador	Infantry	2	3	1	2	3	-
Captain	Officer	-	+1	1	2	-	1
Colonel Doyle	Officer	-	+1	1	5	-	2

Companies: A Tiradores unit comprises two companies. One of these is automatically designated as the command company, and includes a bugler. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional Tiradores companies at +18 pts per company

Armament: Musket and bayonet.

Command: The Tiradores unit is led by a Captain. In battles fought between 1808-10, the Captain may replaced by Colonel Doyle for +45 points.

Special Rules:
- Light Infantry.

CAVALRY SQUADRONS

PORTUGUESE CAVALRY .....85 POINTS

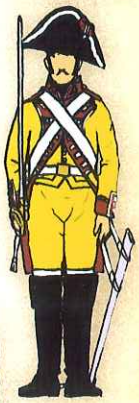
	Type	F	A	R	C	TAC	STG
Portuguese Cavalry	Cavalry	3	3	2	2	3	-
Capitaine	Officer	-	+1	2	2	-	1

Companies: A Portuguese cavalry squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes a bugler and the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +60 points.

Armament: Sabres, carbines and pistols.

Command: The squadron is led by a Capitaine.

Special Rules:
- Light Cavalry.



SPANISH CAVALRY .....70 POINTS

	Type	F	A	R	C	TAC	STG
Spanish Cav.	Cavalry	3	3	2	2	3	-
Capitán	Officer	-	+1	2	2	-	1

Companies: A Spanish cavalry squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +55 points.

Armament: Sabres, pistols and musketoons.

Command: The squadron is led by a Capitán.

Options:
One Spanish Cavalry squadron in the army may take cuirasses for +20 points per company. Spanish Cavalry squadrons with this upgrade count as heavy cavalry rather than light.

Special Rules:
- Light Cavalry
- Impetuous
- Mistrust

DON SANCHEZ'S GUERILLA CAVALRY .....85 POINTS

You may only field a single squadron of Don Julian Sanchez's guerrilla cavalry – a notorious band of guerrilla fighters, who operated in Spain c.1810-12.

	Type	F	A	R	C	TAC	STG
Spanish Cav.	Cavalry	3	3	2	2	3	-
Capitán	Officer	-	+1	2	3	-	1
Don Sanchez	Officer	-	+2	2	3	-	2

Companies: The Guerilla Cavalry squadron comprises just three companies of cavalry. One of these is automatically designated as the command company, and includes the squadron commander.

Armament: Sabres, pistols and lances.

Command: The squadron is led by a Capitán. The Capitán may be replaced by Don Sanchez for +30 points.

Special Rules:
- Light Cavalry
- Guerillas
- Mistrust

ARTILLERY BATTERIES

PORTUGUESE ARTILLERY .....50 POINTS

	Type	F	A	R	C	TAC	STG
Artilleryman	Artillery	2	1	1	2	2	-
Gun	Artillery	-	-	3	-	-	-
Capitaine	Officer	-	+1	3	3	-	1

Companies: An artillery battery comprises a single company (four crew and one small cannon). Up to two further companies may be added to the battery for +35 points each.

Armament: None.

Command: The battery may be led by a Capitaine for +15 points.

Options:
- One battery in the army may replace its small cannons with medium cannons for +15 points per model.
- If the battery contains 3 companies, one cannon may be replaced with a Light Howitzer at no extra cost.

Special Rules:
- Artillery.

WATERLOO CAMPAIGN COALITION ALLIES (1815)

INDEPENDENT OFFICERS

DUTCH, NASSAU OR HANOVERIAN GENERAL ..... 130 POINTS

	Type	F	A	R	C	TAC	STG
General	Officer	3	2	3	5	-	3

Your army may include one General for every 2,000 points or part thereof. A General is always accompanied by adjutants and aides, who are taken into account in the improved profile above.

A General is always the army general. If the army includes more than one such officer, then you must nominate one to be the army general.

Options:
- A General may have up to 75 points of grand strategies.
- May be mounted for +10 points.

BRUNSWICKER COLONEL ..... 75 POINTS

	Type	F	A	R	C	TAC	STG
Colonel	Officer	3	1	1	5	-	2
Aides	Special	-	+1	+1	-	-	-

OPTIONS
- A Colonel may have up to 50 points of grand strategies.
- May be accompanied by Aides for +10 points.
- May be mounted for +10 points.

Special Rules:
- Mistrust

DUTCH, NASSAUER OR HANOVERIAN COLONEL ..... 70 POINTS

	Type	F	A	R	C	TAC	STG
Colonel	Officer	3	1	1	4	-	2
Aides	Special	-	+1	+1	-	-	-

Options:
- A Colonel may have up to 50 points of grand strategies.
- May be accompanied by Aides for +10 points.
- May be mounted for +10 points.

BRUNSWICKER MAJOR ..... 60 POINTS

	Type	F	A	R	C	TAC	STG
Major	Officer	3	1	1	4	-	2
Aides	Special	-	+1	+1	-	-	-

OPTIONS
- A Major may have up to 25 points of grand strategies.
- May be accompanied by Aides for +10 points.
- May be mounted for +10 points.

Special Rules:
- Mistrust

DUTCH, NASSAUER OR HANOVERIAN MAJOR.....40 POINTS

	Type	F	A	R	C	TAC	STG
Major	Officer	3	1	1	4	-	1
Aides	Special	-	+1	+1	-	-	-

OPTIONS

- A Major may have up to 25 points of grand strategies.
- May be accompanied by Aides for +10 points.
- May be mounted for +10 points.

INFANTRY BATTALIONS

HANOVERIAN FIELD BATTALION ..... 40 POINTS

	Type	F	A	R	C	TAC	STG
Infantry	Infantry	2	3	1	2	2	-
Captain	Officer	-	+1	1	2	-	1
KGL Major	Officer	-	+1	1	4	-	2
KGL Colonel	Officer	-	+1	1	5	-	2

Companies: A Line Battalion comprises two companies of Line Infantry. One of these is automatically designated as the command company, and contains a drummer, regimental colours and King's colours (standard bearer). Additional companies may be purchased for the battalion as follows:

- Up to 4 additional companies at +15 pts per company

Armament: Musket and bayonet. Field Jaeger Companies have rifles.

Command: The Field Battalion is led by a Captain. If the battalion totals six or more companies, the Captain may be replaced by a KGL Major for +25 pts, or a KGL Colonel for +35 pts.

Options:

- If the battalion comprises at least five companies, one may be upgraded to a Field Jaeger Company for +25 points.
- The battalion commander may be mounted for +5 points.

Special Rules:

- Line infantry
- If the battalion includes a Field Jaeger company, it gains the Skirmish Screen special rule.

HANOVERIAN LANDWEHR BATTALION ..... 45 POINTS

	Type	F	A	R	C	TAC	STG
Landwehr	Infantry	2	3	1	2	2	-
Captain	Officer	-	+1	1	2	-	1

Companies: A Landwehr Battalion comprises three companies. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

- Up to 3 additional Landwehr companies at +10 pts per company

Armament: Musket and bayonet.

Command: The Landwehr Battalion is led by a Captain.

Special Rules:

- Militia

HANOVERIAN FIELD JAEGERS ..... 55 POINTS

	Type	F	A	R	C	TAC	STG
Field Jaeger	Infantry	2	3	1	2	3	-
Captain	Officer	-	+1	1	2	-	1

Companies: A Field Jaeger unit comprises two companies of Jaegers. One of these is automatically designated as the command company, and contains a bugler. Additional companies may be purchased for the battalion as follows:

- Up to 2 additional Jaeger companies at +20 pts per company

Armament: Rifle and bayonet.

Command: The unit is led by a Captain.

Special Rules:

- Light Infantry.

BRUNSWICK LINE BATTALION ..... 65 POINTS

The army may never include more than three battalions of Brunswick Line Infantry.

	Type	F	A	R	C	TAC	STG
Infantry	Infantry	3	3	1	2	3	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	2	-	1
Major	Officer	-	+1	1	3	-	2

Companies: A Line Battalion comprises three companies of Line Infantry. One of these is automatically designated as the command company, and contains a drummer, and the colours (standard bearer). Additional companies may be purchased for the battalion as follows:

- Up to 3 additional Line Battalion companies at +16 pts per company.

Armament: Musket and bayonet.

Command: The Line Battalion is led by a Captain. If the battalion totals six companies, the Captain may be replaced by a Major for +25 pts.

Options:
- If the battalion comprises six companies, one may be upgraded to a Light Company for +25 points.
- The command company may take an Engineers contingent (represented by a single model) for +25 points.
- The battalion commander may be mounted for +5 points.

Special Rules:
- Mistrust.
- If the battalion includes a Light Company, it gains the Skirmish Screen special rule.

BRUNSWICK LIGHT INFANTRY BATTALION ..... 50 POINTS

The army may never include more than three battalions of Brunswick Light Infantry.

	Type	F	A	R	C	TAC	STG
Light Infantry	Infantry	3	3	1	2	3	-
Captain	Officer	-	+1	1	2	-	1
Major	Officer	-	+1	1	3	-	2

Companies: A Light Infantry Battalion comprises two companies of Light Infantry. One of these is automatically designated as the command company, and contains a bugler. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional Light Battalion companies at +16 pts per company.

Armament: Muskets and bayonets.

Command: The Light Infantry Battalion is led by a Captain. If the battalion totals six or more companies, the Captain may be replaced by a Major for +25 pts.

Special Rules:
- Light Infantry
- Mistrust
- Impetuous

BRUNSWICK AVANTGARDE (VANGUARD) BATTALION ..... 55 POINTS

The army may never include more than one Avantgarde Battalion.

	Type	F	A	R	C	TAC	STG
Avantgarde	Infantry	3	3	1	2	3	-
Captain	Officer	-	+1	1	2	-	1

Companies: An Avantgarde unit comprises two Light companies. One of these is automatically designated as the command company, and contains a bugler. Additional companies may be purchased for the battalion as follows:

- Up to 2 Jaeger companies at +20 pts per company

Armament: The unit has rifles and bayonets.

Command: The unit is led by a Captain.

Special Rules:
- Light Infantry
- Mistrust
- Impetuous

NASSAU LINE BATTALION ..... 45 POINTS

	Type	F	A	R	C	TAC	STG
Infantryman	Infantry	3	3	1	2	2	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	2	-	1
Major	Officer	-	+1	1	3	-	2

Companies: A Line Battalion comprises two companies of Fusiliers. One of these is automatically designated as the command company, and contains a drummer, and the colours. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional companies at +15 pts per company.

Armament: Musket and bayonet.

Command: The Line Battalion is led by a Captain. If the battalion totals six companies, the Captain may be replaced by a Major for +25 pts.

Options:
- If the battalion comprises six companies, one must be upgraded to a Flanquers company for +25 points.
- If the battalion comprises six companies, one must be upgraded to a Grenadier company for +30 points.
- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The battalion commander may be mounted for +5 points.

Special Rules:
- If the battalion includes a Flanquers Company, it gains the Skirmish Screen special rule. If it includes Grenadiers, it gains the Hardened special rule.

NASSAU LANDWEHR BATTALION ..... 35 POINTS

The army may never include more than one Nassau Landwehr Battalion.

	Type	F	A	R	C	TAC	STG
Landwehr	Infantry	2	3	1	2	2	-
Captain	Officer	-	+1	1	2	-	1

Companies: A Landwehr Battalion comprises two companies. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional Landwehr companies at +10 pts per company

Armament: Musket and bayonet.

Command: The Landwehr Battalion is led by a Captain.

Special Rules:
- Militia

DUTCH/BELGIAN LINE BATTALION ..... 50 POINTS

	Type	F	A	R	C	TAC	STG
Infantryman	Infantry	3	3	1	2	2	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	2	-	1
Major	Officer	-	+1	1	3	-	1

Companies: A Line Battalion comprises two companies of Line Infantry. One of these is automatically designated as the command company, and contains a drummer, and the colours. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional companies at +16 pts per company.

Armament: Musket and bayonet.

Command: The Line Battalion is led by a Captain. If the battalion totals six companies, the Captain may be replaced by a Major for +15 pts.

Options:
- If the battalion comprises six companies, one must be upgraded to a Light company for +25 points.
- If the battalion comprises six companies, one must be upgraded to a Heavy company for +30 points.
- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The battalion commander may be mounted for +5 points.

Special Rules:
- Two-rank line.
- If the battalion includes a Light Company, it gains the Skirmish Screen special rule. If it includes a Heavy company, it gains the Hardened special rule.

DUTCH/BELGIAN OR NASSAU JAEGER BATTALION ..... 50 POINTS

	Type	F	A	R	C	TAC	STG
Jaeger	Infantry	3	3	1	2	3	-
Captain	Officer	-	+1	1	2	-	1

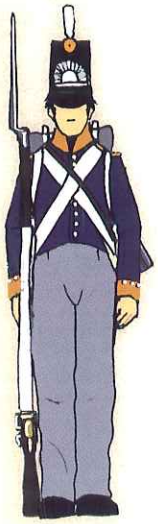
Companies: A Jaeger unit comprises two Light companies. One of these is automatically designated as the command company, and contains a bugler. Additional companies may be purchased for the battalion as follows:

- Up to 4 Jaeger companies at +16 pts per company

Armament: The Jaegers have muskets and bayonets.

Command: The unit is led by a Captain.

Special Rules:
- Light Infantry



DUTCH MILITIA ..... 45 POINTS

	Type	F	A	R	C	TAC	STG
Militia	Infantry	2	3	1	2	2	-
Captain	Officer	-	+1	1	2	-	1

Companies: A Militia Battalion comprises three companies of Militia. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

- Up to 3 additional Line Battalion companies at +10 pts per company

Armament: Musket and bayonet.

Command: The Militia Battalion is led by a Captain.

Special Rules:
- Militia

A Nassau infantryman (right) and Dutch Carabineer (far right).

CAVALRY SQUADRONS

HANOVERIAN 'CUMBERLAND' HUSSARS ..... 110 POINTS

The army may never include more than four squadrons of Cumberland Hussars.

	Type	F	A	R	C	TAC	STG
Cumberland Hussars	Cavalry	3	4	2	2	3	-
Captain	Officer	-	+1	2	2	-	1
Duke of Cumberland	Officer	-	+1	2	3	-	2

Companies: A Hussars squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes a bugler and the squadron commander.

Armament: Sabres, carbines and pistols.

Command: The Hussar squadron is led by a cavalry Captain. One squadron of Hanoverian Hussars in the army may be led by the Duke of Cumberland for +30 pts.

Special Rules:
- Light Cavalry.

BRUNSWICK HUSSARS ..... 125 POINTS

The army may never include more than a single squadron of Brunswick Hussars.

	Type	F	A	R	C	TAC	STG
Brunswick Hussars	Cavalry	3	4	2	3	3	-
Captain	Officer	-	+1	2	3	-	1
Major	Officer	-	+1	2	4	-	2

Companies: A Hussars squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes a bugler and the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +90 points.

Armament: Sabres, carbines and pistols.

Command: The Hussar squadron is led by a cavalry Captain. The Captain may be replaced by a Major for +30 pts.

Special Rules:
- Light Cavalry
- Mistrust
- Fierce Reputation

BRUNSWICK UHLAN CAVALRY ..... 90 POINTS

The army may never include more than a single squadron of Brunswick Uhlans.

	Type	F	A	R	C	TAC	STG
Brunswick Uhlans	Cavalry	3	4	2	3	3	-
Captain	Officer	-	+1	2	3	-	1
Major	Officer	-	+1	2	4	-	2

Companies: An Uhlan squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the bugler and squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +65 points.

Armament: Sabres, lances and pistols.

Command: The Uhlan squadron is led by a Captain. The Captain may be replaced by a Major for +30 pts.

Special Rules:
- Light Cavalry
- Mistrust

DUTCH/BELGIAN CARABINEERS ..... 165 POINTS

	Type	F	A	R	C	TAC	STG
Carabineer	Cavalry	3	6	3	2	3	-
Captain	Officer	-	+1	3	2	-	1
Major	Officer	-	+1	3	3	-	1

Companies: A Carabineer squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the musician.

Armament: Sabres, Musketoons, bayonets and pistols.

Command: The Carabineer squadron is led by a Captain. The Captain may be replaced by a Major for +15 pts.

Special Rules:
- Heavy Cavalry.

DUTCH/BELGIAN LIGHT DRAGOONS OR HUSSARS ..... 110 POINTS

	Type	F	A	R	C	TAC	STG
Lt. Dragoon/ Hussar	Cavalry	3	4	2	2	3	-
Captain	Officer	-	+1	2	2	-	1
Major	Officer	-	+1	2	3	-	1

Companies: A Dutch light cavalry squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes a bugler and the squadron commander.

Armament: Sabres, carbines and pistols.

Command: The Light Dragoon squadron is led by a cavalry Captain. The Captain may be replaced by a Major for +15 pts.

Special Rules:
- Light Cavalry.

ARTILLERY BATTERIES

HANOVERIAN FOOT ARTILLERY..... 60 POINTS

	Type	F	A	R	C	TAC	STG
Foot Artillery	Artillery	2	1	1	2	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	2	-	1

Companies: An artillery battery comprises a single company (four crew and one medium cannon). Up to two further companies may be added to the battery for +45 points each.

Armament: None.

Command: The artillery battery may be led by an Artillery Captain at +15 points.

Options:
- If the battery contains three companies, one cannon may be exchanged for a Light Howitzer at no extra cost.

Special Rules:
- Artillery.

BRUNSWICK FOOT ARTILLERY ..... 65 POINTS

The army may never include more than a single battery of Brunswick Foot Artillery.

	Type	F	A	R	C	TAC	STG
Foot Artillery	Artillery	2	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	3	-	1

Companies: An artillery battery comprises a single company (four crew and one medium cannon). Up to two further companies may be added to the battery for +50 points each.

Armament: None.

Command: The battery may be led by an Artillery Captain at +15 points.

Special Rules:
- Mistrust
- Artillery.

BRUNSWICK HORSE ARTILLERY ..... 70 POINTS

The army may never include more than a single battery of Brunswick Horse Artillery.

	Type	F	A	R	C	TAC	STG
Horse Artillery	Artillery	2	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	3	-	1

Companies: An artillery battery comprises a single company (four crew and one medium cannon). One extra company may be added to the battery for +55 points.

Armament: None.

Command: The artillery battery may be led by a mounted Artillery Captain at +15 points.

Special Rules:
- Mistrust
- Horse Artillery.

BELGIAN FOOT ARTILLERY..... 60 POINTS

	Type	F	A	R	C	TAC	STG
Foot Artillery	Artillery	2	1	1	2	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	2	-	1

Companies: An artillery battery comprises a single company (four crew and one medium cannon). Up to two further companies may be added to the battery for +45 points each.

Armament: None.

Command: The battery may be led by an Artillery Captain for +15 points.

Options:
- If the battery contains three companies, one cannon may be exchanged for a Light Howitzer at no extra cost.

Special Rules:
- Artillery.

DUTCH HORSE ARTILLERY ..... 70 POINTS

	Type	F	A	R	C	TAC	STG
Horse Artillery	Artillery	2	1	1	2	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	2	-	1

Companies: A horse artillery battery comprises a single company (four crew and one medium cannon). Two extra companies may be added to the battery for +55 points each.

Armament: None.

Command: The artillery battery may be led by a mounted Artillery Captain at +15 points.

Options:
- If the battery contains three companies, one cannon may be exchanged for a Light Howitzer at no extra cost.

Special Rules
- Horse Artillery.

COALITION ALLIED BRIGADES

Allied brigades must be composed of units and officers of the same nationality (either Hanover, Nassau, Brunswick or Netherlands, which includes both the Dutch and the Belgians).

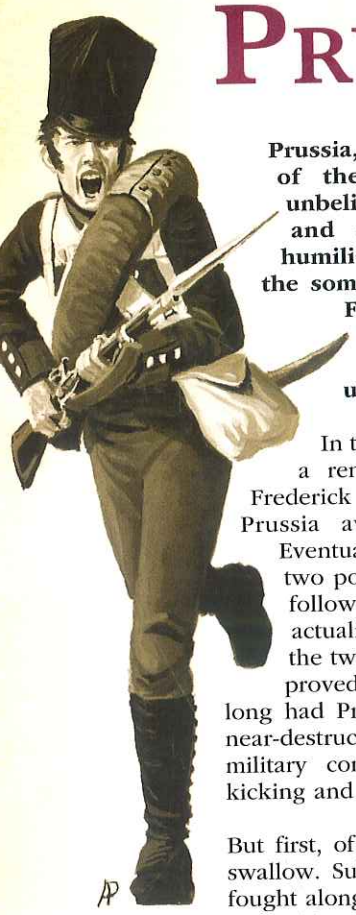
Infantry Brigades comprise 3-4 battalions of line infantry or light infantry, plus a single independent officer. Any infantry brigade may include a single battery of foot artillery.

Spanish units cannot take advantage of the Brigades rule.

Portuguese Infantry brigades comprise 3-4 battalions of Militia, with the usual limitations on the number of raw recruits in the army. One of the battalions in the brigade may be replaced by a Cacadores unit. Cavalry brigades comprise 2-3 squadrons of Portuguese cavalry.

Cavalry brigades comprise 3-4 squadrons of cavalry, which must all be either light or heavy. Any cavalry brigade may include a single battery of horse artillery.

Prussia (1815)



Prussia, perhaps more than any other nation of the Napoleonic Wars, went through unbelievable highs and lows as both enemies and allies of France. From the utter humiliation at the hands of Napoleon in 1806, the somewhat inconstant and indecisive King Frederick William III dragged the Prussian army from the ashes like a phoenix, to help hand Napoleon ultimate defeat at Waterloo.

In the late 1700s, the Prussian army had been a renowned military machine; the pride of Frederick the Great. Yet despite its reputation, Prussia avoided war with France until 1806. Eventually, the inevitable happened and these two powerhouses of Europe met in battle. What followed seemed catastrophic for Prussia, but in actuality the crushing defeat that they suffered at the twin battles of Jena and Auerstädt eventually proved the making of the Prussian army. For too long had Prussia traded on its past glories, and the near-destruction of its entire army forced Prussia's military commanders to drag their whole system kicking and screaming into the modern age.

But first, of course, Prussia had another bitter pill to swallow. Subjugated by Napoleon, the Prussian army fought alongside France as unenthusiastic allies for six years. The Prussian army fought in Latvia as part of Napoleon's ill-fated campaign in Russia in 1812, and events following it proved a catalyst for Prussia's fortunes. Unlike the French army, which was badly mauled, and barely made it back to friendly territory, the Prussians were granted neutral status by General von Diebitsch, and allowed to withdraw to their homeland. Frederick William maintained a frosty silence with France until March 1813, when he revealed that he had signed a treaty with Russia, and re-entered the war on the side of France's united enemies.

From the lowliest peasant to the wealthiest noble-born officer, Prussia rallied to the cause. The army was mobilised and armed, new recruits were drafted, and every factory got behind the war effort to equip and clothe the reinvigorated army. Napoleon won a string of minor victories against this new army, but could not press the advantage. He was angry; he refused peace, and continued to force action even when Austria compromised its neutral status and joined with Prussia. Finally, in October 1813, the Prussians and their allies soundly defeated their hated foe at Leipzig, which marked the beginning of the end for Napoleon. Less than a year later, Blücher's Army of Silesia spearheaded a push across the Rhine and made it to Paris, where the allies brought about the terms of Napoleon's exile to Elba. It would be Blücher once again, in the Spring of 1815, who would oppose Napoleon, and it would again be his utter disdain for the French that would inspire victory for the now-formidable Prussian army.

Battle of Ligny. Gneisenau stops at Brye's level and orders the retreat to Wavre. By Richard Knoetel. Photo: akg-images, London.

Prussia Army List

ARMY SPECIAL RULES

Hate the French
All Prussian units are subject to the rules for Hatred when fighting against France and her allies.

"We were greatly indebted to the Prussians, and it was their coming on the right and rear of Napoleon that gave us victory at Waterloo."

- Sir Hussy Vivian, British cavalry General

Independent Officers

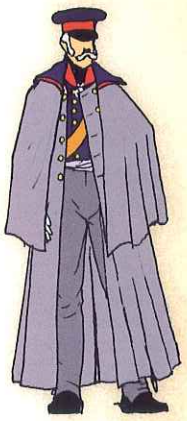
PRUSSIAN FIELD MARSHAL (FELDMARSCHALL) OR GENERAL 140 POINTS

	Type	F	A	R	C	TAC	STG
General	Officer	3	2	3	6	-	3

Your army may include one Feldmarschall/General for every 2,000 points or part thereof. A general is always accompanied by adjutants and aides, who are taken into account in the improved profile, above.

A Feldmarschall/General is always the army general. If the army includes more than one such officer, then these are subservient to the army general.

Options:
- A Prussian Feldmarschall/General may have up to 100 points of grand strategies.
- May be mounted for +10 points.



PRUSSIAN COLONEL (INC. MAJOR-GENERAL) ..... 80 POINTS

	Type	F	A	R	C	TAC	STG
Colonel	Officer	3	1	1	5	-	2
Aides	Special	-	+1	+1	-	-	-

Options:
- A Colonel may have up to 50 points of grand strategies.
- May be accompanied by Aides for +10 points.
- May be mounted for +10 points.

PRUSSIAN MAJOR ..... 65 POINTS

	Type	F	A	R	C	TAC	STG
Major	Officer	3	1	1	4	-	2
Aides	Special	-	+1	+1	-	-	-

Options:
- A Major may have up to 25 points of grand strategies.
- May be accompanied by Aides for +10 points.
- May be mounted for +10 points.

INFANTRY BATTALIONS

PRUSSIAN MUSKETEER BATTALION ..... 65 POINTS

	Type	F	A	R	C	TAC	STG
Musketeer	Infantry	3	3	1	3	3	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2
Colonel	Officer	-	+1	1	5	-	2

Companies: A Musketeer Battalion comprises two companies of Fusiliers. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional companies at +22 pts per company.

Armament: Muskets and bayonets. Jaegers have rifles and bayonets.

Command: The Musketeer Battalion is led by a Captain. If the battalion totals six companies, the Captain may be replaced by a Major for +25 pts, or a Colonel for +35 pts.

Options:
- If the battalion comprises six companies, up to two of them may be upgraded to Jaegers for +20 points each.
- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The battalion commander may be mounted for +5 points.

Special Rules:
- Zuge (May change to Column of Attack formation without spending a TAC point, just like the French).
- If the battalion includes any Jaegers, it gains the Skirmish Screen special rule.

Designer's Note: Historically, Prussian infantry units comprised just four companies. However, each company was made up of around 150 men – more than a French or British company. As such, a Prussian infantry battalion contained the same number of soldiers as a French battalion, and so in game terms we allow them six company stands to reflect this.

PRUSSIAN FUSILIERS BATTALION ..... 65 POINTS

In Prussian regiments, a battalion of Fusiliers (light infantry) was attached to every two Musketeer regiments. As such, you may take a single Fusilier Battalion for every two battalions of Musketeers in your army.

	Type	F	A	R	C	TAC	STG
Fusiliers	Infantry	3	3	1	3	3	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2

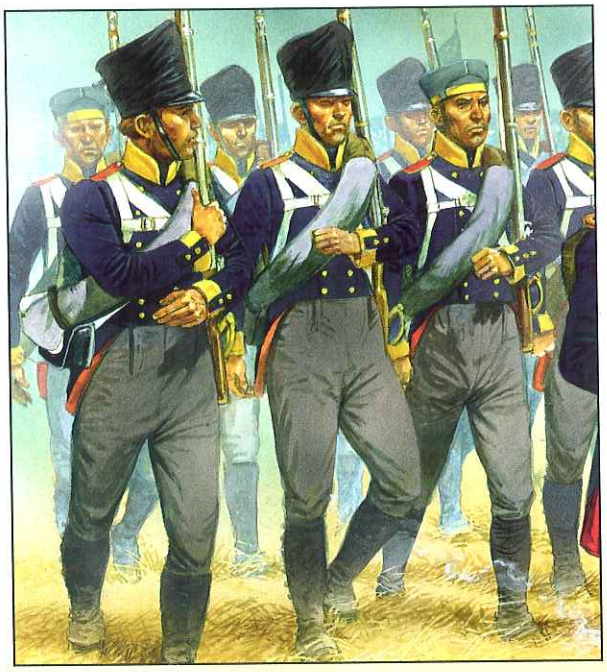
Companies: A Fusiliers Battalion comprises two companies of Fusiliers. One of these is automatically designated as the command company, and contains a musician. Additional companies may be purchased for the battalion as follows:

- Up to 2 additional companies at +22 pts per company.

Armament: Musket and bayonet.

Command: The battalion is led by a Captain. The Captain may be replaced by a Major for +25 pts.

Special Rules:
- Light Infantry



PRUSSIAN LANDWEHR BATTALION ..... 38 POINTS

	Type	F	A	R	C	TAC	STG
Landwehr	Infantry	2	3	1	2	2	-
Captain	Officer	-	+1	1	2	-	1

Companies: A Landwehr Battalion comprises two companies of Fusiliers. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional companies at +12 pts per company.

Armament: Muskets and bayonets.

Command: The Landwehr Battalion is led by a Captain.

Options:
- The battalion commander may be mounted for +5 points.

Special Rules:
- Zuge (May change to Column of Attack formation without spending a TAC point, just like the French).

- Militia

CAVALRY SQUADRONS

DRAGOONS ..... 125 POINTS

	Type	F	A	R	C	TAC	STG
Dragoons	Cavalry	3	4	3	3	3	-
Captain	Officer	-	+1	3	3	-	1
Major	Officer	-	+1	3	4	-	2
Colonel	Officer	-	+1	3	5	-	2

Companies: A cavalry squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes a standard and the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +90 points.

Armament: Sabres, carbines and pistols.

Command: The Dragoon squadron is led by a cavalry Captain. If the squadron totals six companies, the Captain may be replaced by a Major for +30 pts, or a Colonel for +40 pts.

Special Rules:
- Heavy Cavalry.

CUIRASSIERS ..... 160 POINTS

	Type	F	A	R	C	TAC	STG
Cuirassier	Cavalry	3	5	3	3	3	-
Captain	Officer	-	+1	3	3	-	1
Major	Officer	-	+1	3	4	-	2
Colonel	Officer	-	+1	3	5	-	2

Companies: A Cuirassier squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer and squadron commander. Three additional companies, with no command company, may be purchased for the squadron at +115 points.

Armament: Cuirasses, Sabres and pistols.

Options: The entire squadron may wear cuirasses at +5 points per company.

Command: The Cuirassier squadron is led by a Captain. If the squadron totals six companies, the Captain may be replaced by a Major for +30 pts, or a Colonel for +40 pts.

Special Rules:
- Heavy Cavalry.

HUSSARS ..... 100 POINTS

	Type	F	A	R	C	TAC	STG
Hussars	Cavalry	4	4	2	3	4	-
Captain	Officer	-	+1	2	3	-	1
Major	Officer	-	+1	2	4	-	2
Colonel	Officer	-	+1	2	5	-	2

Companies: A cavalry squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes a bugler and the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +80 points.

Armament: Sabres and pistols.

Command: The Hussar squadron is led by a cavalry Captain. If the squadron totals six companies, the Captain may be replaced by a Major for +30 pts, or a Colonel for +40 pts.

Special Rules:
- Heavy Cavalry.

UHLAN CAVALRY ..... 95 POINTS

	Type	F	A	R	C	TAC	STG
Uhlans	Cavalry	3	4	2	3	3	-
Captain	Officer	-	+1	2	3	-	1
Major	Officer	-	+1	2	4	-	2

Companies: An Uhlan squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the bugler and squadron commander. Three additional companies, with no command company, may be purchased for the squadron at +75 points.

Armament: Sabres, lances and pistols.

Command: The Uhlan squadron is led by a Captain. The Captain may be replaced by a Major for +30 pts.

Special Rules:
- Light Cavalry

LANDWEHR CAVALRY ..... 65 POINTS

	Type	F	A	R	C	TAC	STG
Landwehr	Cavalry	2	3	2	2	2	-
Captain	Officer	-	+1	2	2	-	1

Companies: A Landwehr cavalry squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +45 points.

Armament: Sabres, pistols and lances.

Command: The squadron is led by a Captain.

Special Rules:
- Light Cavalry
- Militia

ARTILLERY BATTERIES

FOOT ARTILLERY ..... 65 POINTS

	Type	F	A	R	C	TAC	STG
Foot Artillery	Artillery	3	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	3	-	1

Companies: An artillery battery comprises a single company (four crew and one medium cannon). Up to two further companies may be added to the battery for +50 points each.

Armament: None.

Command: The artillery battery may be led by an Artillery Captain at +15 points.

Options:
- If the battery contains three companies, one cannon may be exchanged for a Light Howitzer at no extra cost.
- The entire battery may exchange all of its medium cannons for heavy cannons (12lbs) at a cost of +15 points per company. If you choose to do so, you may take a Heavy Howitzer instead of a Light Howitzer for +10 points.

Special Rules:
- Artillery

HORSE ARTILLERY ..... 80 POINTS

	Type	F	A	R	C	TAC	STG
Horse Artillery	Artillery	3	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	3	-	1

Companies: An artillery battery comprises a single company (four crew and one medium cannon). Up to two extra companies may be added to the battery for +55 points each.

Armament: None.

Command: The artillery battery may be led by a mounted Artillery Captain at +20 points.

Options:
- If the battery contains three companies, one cannon may be exchanged for a Light Howitzer at no cost.

Special Rules:
- Horse Artillery.

Prussian General at Waterloo, artist unknown. Anne S. K. Brown Military Collection, Brown University Library.

PRUSSIAN BRIGADES

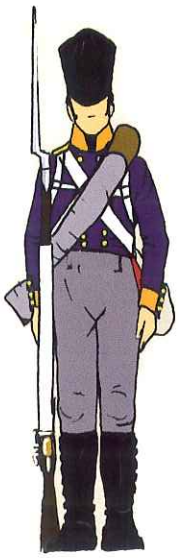
Infantry Brigades comprise 3-4 battalions of line infantry or light infantry, plus a single independent officer. Any infantry brigade may include a single battery of foot artillery.

Cavalry brigades comprise 3-4 squadrons of cavalry

PRUSSIAN UNIFORMS

West Prussian Musketeer

Silesian Fusilier



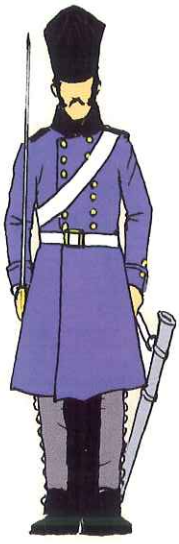
West Prussian Musketeer

Pomeranian Fusilier

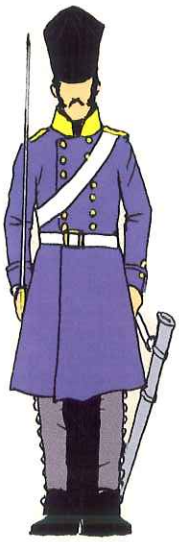
Silesian Jager

Pomeranian Jager

2nd dragoon



2nd dragoon

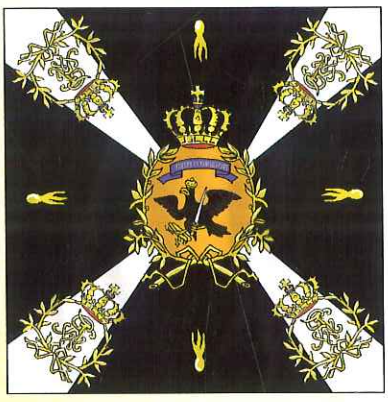


8th dragoon

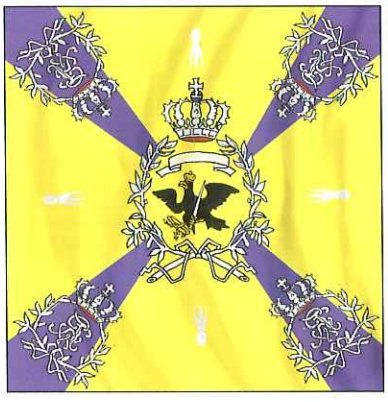
6th Hussar

4th Hussar

8th Hussar



Ordinärfahne 2nd battalion IR 3 (2nd East Prussian).



Ordinärfahne 2nd battalion IR 7 (2nd West Prussian).

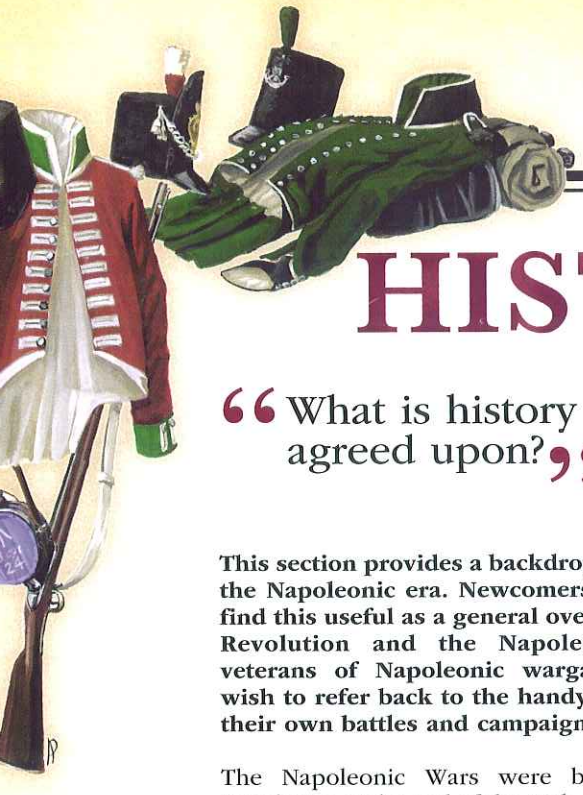
Ordinärfahne 2nd battalion IR 10 (2nd Silesian).

'The Trophy.' (Battle of Jena and Auerstedt on 14 October 1806). Soldier of the 4th French Dragoon Regiment with the Prussian flag. Painting by Edouard Detaille, 1898. Photo: akg-images, London.

The Age of Napoleon

"The history of a battle, is not unlike the history of a ball. Some individuals may recollect all the little events of which the great result is the battle won or lost, but no individual can recollect the order in which, or the exact moment at which, they occurred."

- Wellington



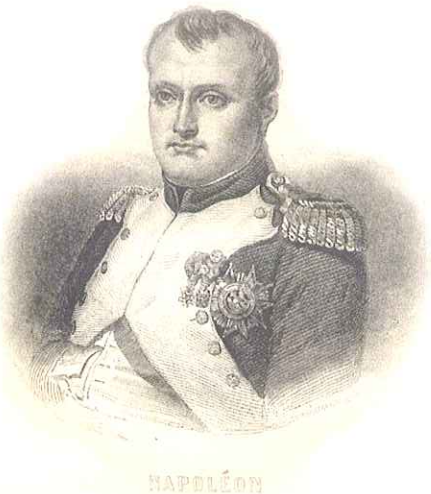
HISTORY

"What is history but a fable agreed upon?"

- Napoleon

This section provides a backdrop for your battles in the Napoleonic era. Newcomers to the period will find this useful as a general overview of the French Revolution and the Napoleonic Wars, while veterans of Napoleonic wargaming may simply wish to refer back to the handy timeline to inspire their own battles and campaigns.

The Napoleonic Wars were born of the French Revolution at the end of the 18th century, and saw war ravage Europe on an unprecedented scale. Every major world power was at one point or another dragged into this massive conflict, which took almost two decades to resolve. The French Revolution and Napoleonic Wars pitted France against various coalitions of other European nations nearly continuously from 1792 to 1815. The focus of the struggle was Napoleon Bonaparte – one of the world's greatest military leaders who, having replaced the royal rulers of France, forged an Empire to rival any that had gone before. In the name of this Emperor, the fighting raged across the frozen steppes of Russia, the Iberian Peninsula, and even reverberated in the Americas. It was only on the muddy, blood-soaked fields of Waterloo that Napoleon was finally brought to bear by a coalition of world powers, led by Britain under Arthur Wellesley, the Duke of Wellington. The sheer scale of the fighting and the underlying political tensions has made the Napoleonic Wars a source of fascination for historians the world over. This section provides an introduction to the period and an examination of the soldiers, weapons, tactics and battles that defined the Napoleonic Wars. Anyone seeking more information should consult the references at the back of this book.



Portrait of Napoleon.

Napoleon Bonaparte

It is difficult to separate the man, Napoleon, from the myth. Born Napoleone di Buonaparte to a Corsican lawyer in 1779, he did not particularly distinguish himself in early life. In 1784, aged 15, he moved to Paris and enrolled in the École Militiare, where he was commissioned into the artillery, ranking 42nd out of 56 students. Yet military life suited Napoleon (as he called himself), and the fire of revolution seemed to change the young artillery officer. But for the French Revolution, Napoleon may never have ascended to greatness, despite distinguishing himself in Sardinia, and breaking a Royalist siege at Toulon in 1793. Appointed to command the artillery in the Army of Italy in 1794, Napoleon resigned from the army after becoming frustrated at his command. However, on 15 October 1795 he was summoned to Paris by a member of the Directoire to protect the Convention from an insurrectionist mob. Napoleon, technically a civilian, took charge of the artillery and turned his grapeshot on the mob, his 'whiff of grapeshot' ending the revolt. From that day, his support in both political and military circles grew, and shortly afterwards his reputation was assured by a brilliant performance in the Italian campaign.

Over an epic career, from young cadet to First Consul and Emperor of France, Napoleon Bonaparte remained an enigmatic figure. Here was a commander capable of defeating vast armies, as he did at Austerlitz, or crushing the most formidable foes, as at Jena. His strategic methods are confounding – on the one hand he was a keen student of military theory, the art of war, and 'deep analysis', yet on the other he seemed wedded to the idea of reactionary tactics in the heat of battle ('I have fought sixty battles and I have learned nothing which I did not already know at the beginning'). He once stated that 'I am accustomed to thinking out what I shall do months in advance, and I base my calculations on the worst conceivable situation', and yet he also wrote 'I have never had a plan of operations'. Historians conclude that his contradictory nature indicates a man of natural military brilliance, striving to capture some of it out of a desire to leave a legacy, yet never quite being able to represent his passionate inner workings in battle.

Tales abound of how he inspired men to feats of incredible bravery and displays of loyalty. Yet Napoleon was also cynical and cold. He dismissed the devotion of his followers, saying that a man would not sell his life, but would give it away for a piece of ribbon. He was merciless – in 1799 he ordered his men to execute some 2,000 Turkish prisoners. His cruelty to his barren wife ('Madam, I need a womb') shows his callous side. Napoleon was a man of contradictions, who divides opinion now as he did in Europe during the massive wars that bear his name. As he himself said: 'For all the attempts to restrict, suppress and muffle me, it will be difficult to make me disappear from the public memory completely. French historians will have to deal with the Empire… and will have to give me my rightful due.'

THE IMPERIAL EAGLES

Like the Roman legions centuries before them, Bonaparte's army carried eagles proudly at its head. Introduced in 1804, the bronze eagles sat atop regimental flagpoles. They were made from six separate pieces of cast bronze and, when assembled, measured about a foot in height. On the base was stamped the regiment's number or, in the case of Napoleon's Guard, the legend 'Guarde Imperiale'.

To lose an eagle would bring shame to a unit, whose commanders had pledged upon the eagle's receipt to defend it to the death. To capture an eagle from a French unit was a thing of true courage. One of the most celebrated captures of an eagle came at Waterloo, where Sergeant Charles Ewart of the Scots Greys 'captured the cuckoo' of the 45th Line Regiment, personally felling at least three defenders in the attempt. For his bravery he earned a commission to the rank of ensign.

Upon Bonaparte's fall, the restored monarchy of Louis XVIII ordered all eagles to be destroyed, but a very small number survived intact.

When the former emperor returned to power in 1815 he immediately had more eagles produced. The workmanship was of a lesser quality than the originals, and after the Battle of Waterloo many eagles were again destroyed. Today there are a little over 100 in existence.

THE ARMIES

In the years between the outbreak of the French Revolution and the end of the Napoleonic Wars, millions of men from across Europe fought in battles at home and abroad. Some volunteered, some were conscripted, while others still were forced into battle as guerrilla fighters; but it was due to the toil of these men that nations achieved their ambitions or fell by the wayside. This section looks at the compositions and tactics of those armies.

COMMAND AND CONTROL

Throughout most of the 18th century, officers were, generally speaking, 'gentlemen' – nobles of a higher social standing than their subordinates – and outside of France this remained true into the early 19th century also. Wealthy lords could purchase commissions and plum commands for themselves or their heirs (during the Napoleonic Wars around 20% of British officers were from the nobility). While having the gentry in charge instilled a certain degree of awe and respect from the common soldier, it was not always conducive to sound tactics and leadership, and many are the tales of poor commanders sending their troops into danger due to their own hubris or inexperience. However, for every coward or blowhard in the officers' mess, there was also a seasoned, trusted campaigner. Due to a hefty casualty rate, however, the Peninsular War (1807-14) saw a rise in the number of British officers promoted from the ranks. It is believed that, during that campaign, one officer in twenty originally served in the ranks, a fact that would have previously been unthinkable.

After the French Revolution, the idea of officers being of noble birth became less of a certainty in France, where revolutionary ideas permeated every facet of society, including the army. Napoleon famously said that every French soldier carries in his knapsack the baton of a Marshal of France – a fine piece of hyperbole intended to convey the belief that ability, not bloodlines, could carry a man to the highest ranks. Indeed, Napoleon's own career seemed proof of the fact, rising as he did from a lowly Captain of the Artillery to ruler of France.

The chain of command in battle varied from nation to nation too, and even individual generals preferred alternate methods of controlling their forces. Two conflicting styles can be seen from study of the Battle of Waterloo itself – Wellington, the consummate detail-focussed tactician, divided his army into divisions, the commanders of which reported directly to him throughout the day. This afforded Wellington substantive control over the smallest aspects of the battle (this approach garnered Wellington some criticism over the course of his career, but worked out well for him at Waterloo). Napoleon, on the other hand, delegated greater responsibility to his Marshals, and expected them to act on their initiative once he had communicated the over-arching strategy to them. This 'cellular' approach treated each Marshal almost as a general in his own right – the failing of this approach was that it did not account for changes in the flow of battle. If the Marshal's reactionary tactics were not up to scratch, he could not move as rapidly as desired.

On the battlefield itself, orders were usually dictated by the most senior officers, either to their lieutenants or to an aide-de-camp, from a carefully selected vantage point. These orders would often be written down in exacting detail, before being taken to the commanders of brigades or even individual battalions by a man on horseback. As one would expect, this often led to ponderously slow manoeuvres in battle, as a unit would continue to march implacably towards its objective even as new orders were racing towards it. Officers who dallied in the face of fluctuating fortunes could consign hundreds of men to death – while the greatest commanders, Wellington and Napoleon amongst them, believed that action was always better than inaction.

THE SOLDIERS

In most European countries, once a soldier had signed up to the army or been conscripted into service, he was in the army for life – and it was a hard life, too. Nations that did not use conscription would hand responsibility for recruiting new soldiers to individual regiments, who would send recruiting parties out in their designated cantonment to attract men into service. The type of man who voluntarily signed up was usually poor, or else had some reason to get away, be it for criminal activity or destitution (though interestingly many Scottish regiments in the British army had a high number of skilled workers and middle class men in their ranks, who signed up after the collapse of industry).

Once a man had signed up (or, in the case of British troops, accepted the 'King's Shilling', he was whisked away to barracks, where his old life must have seemed

a million miles away. From then on, he was subject to duty, regulations, drill practice, punishments and a strict daily regime. In exchange for his sacrifice he would receive a bed, a uniform (which had to be kept scrupulously clean), a musket, regular meals and a (low) wage. The most important part of a recruit's training was the musket drill – these were practised until they became second nature, as mistakes in the field could cost a company dearly.

Once trained, a soldier was attached to his regiment and dispatched to a theatre of war. On the march, armies usually billeted their men near to a population centre, although they were sometimes forced to bivouac in more remote areas. An army would often be expected to march for 10-15 miles a day, for up to ten consecutive days. In these kinds of conditions, bivouacking was seen as a last resort – it often led to cold, wet conditions, dirt, sickness and low morale. As a result, many regiments would commandeer local buildings, such as barns, to house their soldiers temporarily. As the class of man in the Napoleonic army was usually low, soldiers would often be tempted to steal, desert, go poaching when on piquet duty, or make free with the local women. The risk of these activities was increased the longer an army was on the march and the more discontented the soldiers became. To counter this, discipline was paramount, and was often enforced by officers or even provosts (military police). Depending on the seriousness of the crime, a soldier could be clapped in irons, flogged or even shot. Officers who transgressed were more likely to be sent back to headquarters and imprisoned, or sent back home in disgrace. The only exception to the strict programme of punishment was in the revolutionary French army, who replaced flogging with the carrying of a ball and chain, or forcing the offender to join a 'punishment battalion' to carry out hard labour.

Regiments on the march were fearful of sickness – soldiers became hardy out of necessity, but if a fever of some kind struck it could spread through the ranks and seriously hamper the unit's fighting effectiveness. Hygiene was basic at best, and army rations were not calculated based on any kind of nutritional information like they are today. In some parts of Europe malaria, carried by mosquitoes, was an ever-present danger. After a battle, even the smallest wound could prove fatal as it became infected. Wounded soldiers would have to wait to see the regimental surgeon, who would operate in a field hospital with little or no attention paid to hygiene. Often, large numbers of wounded men were simply left behind, thrown upon the mercy of the enemy or the local populace, with little or no chance of survival.

Yet despite all of these hardships, hundreds of thousands of men fought in the Napoleonic Wars, and there are many tales of heroism and triumph from the ranks of the common soldiery. Napoleon said that men would die for a piece of coloured ribbon, and in part he was correct. Fear of the lash would carry a man so far, but it was his own sense of honour, duty and pride in his nation that would transform him from lowly peasant to blue hero.

> "People talk of their enlisting from their fine military feeling – all stuff – no such thing. Some of our men enlist from having got bastard children – some for minor offences – many more for drink."
>
> *- Wellington*

WEAPONRY

While some nations used patterns of weapons or ammunition peculiar to them, it is fair to say that the basic weaponry of the Napoleonic era had changed little over the course of the 18th century, and in many ways was responsible for the formulation of the tactics of the period.

FIREARMS

The most common weapon on Napoleonic battlefields was the musket – like the affectionately nicknamed 'Brown Bess' of the British Army (the Tower pattern musket). This gun, and the infantryman that carried it, was the basic component of any army. The musket was a smoothbore, muzzle-loaded flintlock weapon (although some breech-loading muskets did see limited use), which fired a round, lead shot weighing about 1oz. The ball flattened on impact, often fragmenting if it hit bone, causing horrific wounds. However, musket balls fired on a trajectory, and anyone hit near the end of said trajectory could escape with little more than a bruise. Line infantry would be drilled to fire 'by volley', so that each volley fired by a rank of men was done simultaneously, on the orders of an officer, rather than on an individual basis. A quick man might be able to fire as many as five shots a minute; by volley this was reduced to two or three, depending on the quality and experience of the troops. Under the rigours of combat, this rate of fire could drop even lower, especially later in a battle when the men were tired, or the musket barrels became clogged and would need to be cleared. Men would often take shortcuts to increase their rate of fire, such as dispensing with the 'ramming' process, so that no wad was pushed into the barrel – this resulted in a 'running ball', where the musket ball could run out of the barrel if it was angled downwards. The main downside to the musket was its unreliability – as many as 1 in 6 shots could misfire, sometimes dangerously, and heavy rain could wet the powder and render the weapon useless. The accuracy and range of the musket was also fairly poor. In 1804, Colonel George Hanger of the British Army theorised that one hit in 200 shots was a reasonable expectation for the battlefield effectiveness of a musket, and that the effective range was only 80-100 yards (70-90 metres). He wrote that '...a soldier must be very unfortunate indeed who shall be wounded by a musket at 150 yards, provided his antagonist aims at him; and as to firing at a man at 200 yards... you may as well fire at the moon.' Despite these deficiencies, the musket was cheap, rugged and easy to maintain, and remained the most common weapon of the wars. The image of the musket-armed infantryman is the primary archetype when we think of those battles – the weapon even had a poem penned about it by Rudyard Kipling:

In the days of lace-ruffles, perukes and brocade
Brown Bess was a partner whom none could despise--
An out-spoken, flinty-lipped, brazen-faced jade,
With a habit of looking men straight in the eyes--
At Blenheim and Ramillies fops would confess
They were pierced to the heart by the charms of Brown Bess.

Though her sight was not long and her weight was not small,
Yet her actions were winning, her language was clear;
And everyone bowed as she opened the ball
On the arm of some high-gaitered, grim grenadier.
Half Europe admitted the striking success
Of the dances and routs that were given by Brown Bess.

When ruffles were turned into stiff leather stocks,
And people wore pigtails instead of perukes,
Brown Bess never altered her iron-grey locks.
She knew she was valued for more than her looks.
"Oh, powder and patches was always my dress,
And I think I am killing enough," said Brown Bess.

So she followed her red-coats, whatever they did,
From the heights of Quebec to the plains of Assaye,
From Gibraltar to Acre, Cape Town and Madrid,
And nothing about her was changed on the way;
(But most of the Empire which now we possess
Was won through those years by old-fashioned Brown Bess.)

In stubborn retreat or in stately advance,
From the Portugal coast to the cork-woods of Spain,
She had puzzled some excellent Marshals of France
Till none of them wanted to meet her again:
But later, near Brussels, Napoleon – no less –
Arranged for a Waterloo ball with Brown Bess.

She had danced till the dawn of that terrible day –
She danced till the dusk of more terrible night,
And before her linked squares his battalions gave way,
And her long fierce quadrilles put his lancers to flight:
And when his gilt carriage drove off in the press,
"I have danced my last dance for the world!" said Brown Bess.

If you go to Museums – there's one in Whitehall –
Where old weapons are shown with their names writ beneath,
You will find her, upstanding, her back to the wall,
As stiff as a ramrod, the flint in her teeth.
And if ever we English had reason to bless
Any arm save our mothers', that arm is Brown Bess!

A major improvement on muskets when it came to accuracy, the rifle was not as common as one might expect during the Napoleonic Wars. The rifled barrels spun the ball so that the shot kept its accuracy over far greater distances. At 200 paces a rifle shot, fired by a well-trained man, would kill the target – this provided an effective range three times greater than a musket. However, rifles took longer to load – a fact that prevented them becoming the mainstay of any army. Napoleon in particular saw no use for the rifle whatsoever, and the French army did not use them. Despite a degree of mistrust of the 'new' weapon by some commanders, the rifle was a decisive weapon during the Peninsular War; the Baker rifle gave the British a clear edge on the battlefield, where the riflemen of the 95th and 60th regiments boasted 'one shot, one kill.' Designed by Ezekiel Baker in 1800, in test conditions the rifle could score nine hits out of 12 shots at a target from 200 metres. Its short, 30-inch barrel also gave riflemen the choice of loading the weapon while lying down – the French general Auguste Colbert was allegedly killed by a shot to the head at Cacabelos in 1809 – fired by Rifleman Thomas Plunkett, who was lying on his back at the time!

It was not just the infantryman who needed ranged weaponry, however. As most light cavalry were required to act as skirmishers, they needed to carry a deterrent that they could fire on foot or whilst mounted. The carbine and musketoon fulfilled that role – these were short-barrelled, lighter versions of the infantry musket. They were the standard weapons of Napoleonic cavalry, though many cavalrymen refused to use carbines even if they were issued. This was partly due to the inaccuracy of the weapons – the shorter barrels meant that they weren't best suited to hitting a target whether on foot or in the saddle. Some heavy cavalrymen, however, disliked firearms not because of their accuracy or reliability, but because they viewed themselves as latter-day knights rather than modern soldiers. They disdained any weapon that they viewed as the remit of the common infantryman. Britain and Russia eventually introduced a policy withdrawing the weapons from many of their heavy cavalry regiments – the British Household Cavalry, for example, rarely carried their carbines, despite only having them withdrawn in 1813. Some countries compromised by issuing a few men in a unit with carbines to be used on the unit's 'flankers', an example of these flankers were seen in Russian service, where 16 men per squadron were issued with carbines. French carbines of the period were generally considered the best in Europe, being longer barrelled than those of other European nations. This allowed them to fire a heavier, more lethal shot over greater ranges, giving them the edge in skirmishes as the British discovered to their cost in the Peninsular War. There are several examples of light cavalry using carbines to good effect, most notably at Eylau, where the French Chasseurs à Cheval met a Russian cavalry charge with a volley of carbine fire at six yards.

The other common firearm on the Napoleonic battlefield was the pistol. These were usually found in the hands of officers and cavalrymen, but by all accounts were not widespread in action due to their short range, lack of reliability and poor accuracy – however, in desperate times having a pistol was better than not having one. One of the more commonly

found pistols was the British New Land Pattern cavalry pistol. Introduced in 1796, it was in widespread production by 1802, and provided a standard issue model of pistol for all of Britain's cavalry and units, including the Royal Horse Artillery. Initially it started out with a rounded brass butt, but this soon gave way to a flat butt with ring, so that the pistol could be attached to the cavalryman's equipment and not be lost in the heat of battle. It also included a swivel ramrod, which greatly improved the process of loading the pistol on horseback.

MELEE WEAPONS

In addition to the firepower of his musket, every infantryman was issued with a bayonet – a long, steel blade affixed to the end of the weapon's muzzle, transforming the gun into a short spear. The fabled use of the cold steel in a massed bayonet charge is more legend than fact, as a very low percentage of casualties during the Napoleonic Wars were attributed to stab-wounds from bayonets. Bayonets did, however, have an important psychological effect in battle – troops would often flee from a bayonet charge for fear of being impaled in the guts, while cavalry would view the wall of bayonet-points presented by a square of infantry as virtually impregnable.

Usually the weapon of officers, some non-commissioned officers and cavalrymen, swords varied greatly in style from nation to nation and from unit to unit. British infantry swords, for example, were generally straight-bladed, while light infantry officers wore the curved 1796-pattern light cavalry sabres. Unwieldy and poorly balanced, the 1796 patterns were used as hacking weapons and while they would cause terrible wounds the use of the edge of the blade rather than the point resulted in fewer killing strokes. As officers generally carried no firearm other than a pistol, if they did see any personal fighting it would usually be in the form of melee, using their sabre. In the Napoleonic Wars, all cavalrymen were equipped with some kind of cut-and-thrust weapon (swords, sabres and lances). The typical French heavy cavalry sword was a serious weapon – a long, straight blade sharpened at both the edge and the point. French horsemen preferred to use the points of their swords and run the enemy through, while the British were trained to hack and slash – this disparity in styles resulted in a difference in casualties – the French suffered more horrific wounds, while the British more instantaneous deaths.

The other common cavalry weapon on the Napoleonic battlefield was the lance – a 30cm spear-tip mounted on a long shaft of around two-and-a-half metres. The main proponents of the lance were the Poles, Austrian Uhlans and Russian Cossacks, whose fighters had used the weapons for centuries. As their usefulness was observed in battle, other nations soon began to equip specialist light cavalry units with lances, too. Bonaparte's famous lancers were excellent at pursuing fleeing infantry, and often proved the only method of breaking up infantry squares due to the long reach of the weapons. Despite a few instances of lance-armed cavalry defeating horsemen armed with sabres, most heavy cavalrymen were not too worried by the longer reach of the lancer – once past the sharp tip of the lance, the swordsman had the advantage.

Finally, some nations – notably Britain – maintained the practice of equipping their sergeants with pikes. The pike was a nine-foot spear with a foot-long blade screwed into the pole. The spearhead had a six-inch crossbar to stop the point driving too far into an enemy – although in truth the chance of the weapon actually being used in melee was remote. The use of pikes had long since been discontinued by most European nations, who had maintained entire units of pikemen in the early 18th century. In the Napoleonic Wars, the weapon was handy, certainly, but was far more likely to be used as a ceremonial prop, so the men could easily identify their sergeants, and allowed the sergeants to shuffle the men into nice, neat lines during drills.

ARTILLERY

The most-effective killer of men on the Napoleonic battlefield, artillery batteries could decide the outcome of the major clashes. The idea was to get the big guns as close to the enemy as safely possible and then blast massive holes in their formed ranks. Solid shot was the most common missile fired by cannons, although canister and exploding shells were also used. Shrapnel was used for the first time during the Napoleonic Wars.

Cannon were the most common and versatile guns on Napoleonic battlefields. They fired several types of projectile. The most common was the iron roundshot, or solid shot, whose weight defined the piece. The heaviest shot in regular use was the 12lb ball, which was about 4.6 inches in diameter and had a maximum range of around 1,800 yards. Canister shot (sometimes called case-shot or grapeshot) was essentially a tin container filled with iron balls. The canister burst at the cannon's muzzle, showering the enemy in lethal shot, like a musket fusillade. Common shell was the preferred projectile of howitzers, and consisted of an iron globe filled with powder, which was ignited by a fuse. The fuses were unreliable, and even when they exploded at the right moment the cases did not always splinter effectively, reducing their lethality. The British shrapnel shot was a type of common shell fired from both cannon and howitzers, and the innovation increased the effectiveness of the shell by filling the case with musket balls as well as powder. These exploded over the heads of troops and showered them with small calibre shot from above. Finally, carcass shot, fired from howitzers, ignited to produce illumination in night-time actions, or set fire to enemy fortifications.

Cannons and mortars were crewed by anywhere between five and twelve men, depending on the type of gun and the nation to which it belonged. A cannon was prepared to fire by the loader placing a ball into the barrel and the spongeman ramming it down into position. The ventsman then covered the touchhole with his thumb, to stop any premature explosion should burning particles have been left by a previous shot. Once clear of that danger, the ventsman then pricked the shot's cartridge, placed a firing tube and looked at the cannon's range elevation. Once the gun was sighted, the firer touched his portfire to the tube to fire the cannon. After firing, a cannon would have to be pushed back to its original firing position, some two metres. The spongeman would then dip a fleece-bound ramrod into a bucket of water and clean out the barrel of the cannon to make sure there were no sparks to set off the next charge.

TACTICS

The art of war in the period around the Napoleonic Wars is a vast subject, which has been covered more in depth in many academic works. It is not possible to cover the sweep of Napoleonic tactics here, so what follows instead is an overview, containing many generalisations.

The basic principles of land warfare in the period concerned the use of combined arms – using infantry, cavalry and artillery in a mutually supportive role. Napoleon himself said: 'Of the three arms – cavalry, infantry, and artillery – none must be despised. All three are equally important.' When the balance was good, and the timing right, a skilled general could win the day even when outnumbered – the French Marshals Davout and Lannes, for example, were renowned for their masterful command of the three elements of their armies. When the balance was poor, however, defeat was always a stone's throw away – General Dupont's failure to commit the key components of his army at the critical moment was the key to his disastrous defeat by the Spanish at the Battle of Bailén (1808), for example.

The basic principles of Napoleonic tactics are thus: artillery not only softened up enemy troops, but forced enemy infantry within range to form line in order to reduce their casualties. Cavalry could then be employed to scatter the enemy lines. Without artillery, enemy infantry could simply form squares, which were virtually impregnable to cavalry charges, and cavalry would have free reign over the battlefield. However, cavalry could not simply advance without infantry support – the two had to advance together, so that the threat of cavalry could enable the infantry to advance without becoming engaged, and the supportive lines and squares of infantry could provide cover for the cavalry. The balance often rested on a knife-edge.

INFANTRY

The mainstay of any Napoleonic army was its line infantry, usually organised into brigades or demi-brigades, depending on the national doctrine. The minutiae of their organisation varied, but on the whole a regiment would comprise a number of battalions, each of which was able to perform as an independent fighting unit. A battalion was composed of a number of companies of approximately 100 men each – the majority of these were centre companies (the standard rank-and-file musketmen), while two would usually be designated 'flank companies' (such as elite grenadiers and a skirmishing light company). Grenadiers were picked from the biggest and bravest men of the battalion, and were used to spearhead an assault, while light companies, such as voltigeurs, contained the best shots. In the French system of 1813, there were 133 line infantry regiments, each led by a colonel. These typically contained two to four battalions, led by a chef de bataillon. These in turn were broken down into four to six centre companies and two flank companies, each theoretically of 120 men, and led by a captain. Two to four such regiments would form a brigade, while two or more brigades – often with an attached artillery battery – would form a division.

CAVALRY

Napoleonic cavalry were split into two main types – heavy and light. Some historians maintain the Dragoons made up a third type of cavalry, sometimes called 'medium cavalry', but on the battlefield even dragoons operated in much the same way as heavy or light horsemen.

Heavy cavalry existed to break opposing troops by the power of their charge, and were equipped for close-quarter fighting. Some cavalrymen, such as the French cuirassiers and caribiniers (so named because in their early history they were among the first cavalry units to

COLONNE D'ATTAQUE: MYTH AND REALITY

The popular image of French Napoleonic and revolutionary infantry is that they marched relentlessly towards the enemy in narrow columns of attack, soaking up damage while shouting 'Vive la France!' to distract and intimidate the enemy, before charging in with bayonets twirling.

The training of French troops was based on the Regulation of 1791, which placed great emphasis on methodical and strict execution of drill movements and formations. At the time, there was a great debate amongst military leaders about the merits of line (which maximised firepower) and column (for moving troops rapidly across a battlefield). After the French Revolution, France lost many veteran officers, and her army's ranks were swelled by eager yet poorly trained volunteers – by the time these men and youths saw action they were barely able to adhere to the drill-book. However, many field commanders realised that such raw troops were naturally able to advance in column, and that the physical and psychological shock of an advancing colonne d'attaque offered them the best chance of overpowering a more experienced enemy. To counter the damage that such a seemingly reckless advance would encourage, swarms of skirmishers were thrown out in front of the columns to unsettle the enemy and engage flankers, enabling the columns to put in a bayonet charge. Later in the Napoleonic Wars, when inexperience became less of an issue, commanders experimented with various forms of ordre mixte, with part of a unit in line and part in column.

The idea that the French always fought in attack columns while the British always fought in lines is a misleading one. The French had long experience of the column of attack, and knew how to wield it as a battlefield tool more effectively than most other nations. Likewise, the British use of the two-rank line rather than the traditional three-rank line meant that their firepower from such a formation was maximised efficiently (a full battalion firing by line could unleash between 1,000 and 1,500 bullets per minute). These national biases meant that the British and French would often resort to what they knew best, particularly when pressed, but commanders of both sides were perfectly apt to adopt whatever formation was most appropriate for their situation.

carry carbines) also wore plate armour of steel and brass on their bodies to protect them in melee. The British household cavalry shunned armour as ineffective and cumbersome, though ironically reintroduced its use after the Napoleonic Wars.

Against infantry, heavy cavalry would try to charge the flanks of a formation in line, which almost always had the effect of causing mass panic and forcing the infantry unit to flee. If this wasn't possible, then as long as the infantry unit were not in square the cavalry would try to time the charge so that they could spur the final assault just after the soldiers had fired their muskets.

Against other cavalry, the result of a fight often came down to the skill of the individual swordsmen. Heavy cavalry were generally better trained at close-quarter fighting than light cavalry, and had the advantage of larger horses. British cavalry units were trained to advance upon enemy horse at a trot, drawing as near as possible to them before attacking with their swords. Ideally, the sabres would be unsheathed at the same time as the spurs were put into the horses, creating an attack momentum that was hard to stop.

Light cavalry, such as hussars and chasseurs, were originally raised to fulfil a scouting role. While moderately effective against infantry – and artillery, given the chance – their main role in battle was to combat skirmishers or to counter-attack an oncoming force. In 1807, the French army raised its first units of lancers, and these became an increasingly common sight on Napoleonic battlefields. Lancers fulfilled the same scouting roles for a marching army as other light cavalry units, but were more effective in melee thanks to the superior reach of their weapons. Critically, they were found to be one of the few non-artillery units that could crack an infantry square, although it was still a fairly desperate tactic – the best way of defeating troops in square was to attack at the corners to minimise the firepower that the infantry could bring to bear, but even then it was best to time the attack when the infantry were trying to manoeuvre or reposition. The King's German Legion's success in breaking a square at Garcia Hernandez came about when a dead horse crashed into the side of a square opening a hole in the bayonet hedge through which other riders were able to plunge through.

Right: French light horse lancers, 1812, by Carle Vernet.

Dragoons began as mounted infantry – battalions of musket-armed men who used horses merely as a method of rapid redeployment. However, even by the 1790s they were on their way to being cavalry proper. Some were designated 'heavy dragoons', and these were eventually armed and trained in much the same way as other heavy cavalry units. Likewise, light dragoons, fulfilled a near-identical role to other light cavalry – in 1811 Napoleon even converted six of his dragoon regiments to lancers.

ARTILLERY

As a former artilleryman, Napoleon put great stock in the coordinated use of ordnance. On the battlefield, artillery pieces were usually organised into great batteries, of which France had perhaps the most formidable. Foot artillery sometimes accompanied infantry regiments, and horse artillery likewise marched with cavalry regiments. Although artillery was not often decisive on its own, there were times when a great fusillade at the start of a battle could shake the enemy infantry so badly that they were unable to offer an effective defence against oncoming troops.

> "Great battles are won by artillery."
>
> *- Napoleon*

The effectiveness of artillery depended on its type, its position, the quality of the gunners and the formation into which it was firing. For example, batteries of cannon were at their most effective on hilltops, from where they could rain down shot with an excellent field of fire. However, as Wellington proved at Waterloo, all the cannon in the world cannot destroy a force that lies behind a hill or escarpment.

> "Artillery is more essential to cavalry than to infantry, because cavalry has no fire for its defence, but depends on the sabre."
>
> *- Napoleon*

The theory of artillery on the battlefield, particularly cannon, was that they would open a battle by pounding the enemy, reducing the opposition's morale and inflicting horrendous casualties. Cannon fire was most effective when enfilading, firing into packed ranks of men, such as squares, or firing directly at onrushing cavalry (assuming the gunners held their nerve, of course). It was not so effective against thinly spread lines or skirmishers, and so during the fighting proper, artillerymen would look for tempting targets, or else try to force exposed infantry squares into lines so that waiting cavalry could pounce and scatter the battalions.

PRELUDE TO WAR: THE FRENCH REVOLUTION (1789-99)

In the 18th century, society in France was divided into three classes, called estates. The first estate was the nobility, the second was the clergy, and the third was everyone else. Only those within the third estate paid taxes, and as these taxes rose, so too did discontent among the people.

In 1788, a bad harvest made food scarce, and pushed up prices of food and everyday goods to the point that many poorer people faced starvation. The government was also facing financial hardship after a series of costly wars, and also in part because of an extravagant monarchy. The King of France, Louis XVI, called a meeting of the Estates General in 1789, in a bid to raise more money for the government. Fearing more tax rises, the third estate began to rebel – ideas of Enlightenment and the success of the American in the War of Independence less than six years earlier were fresh in the minds of the people. The rebels lobbied the Estates General, demanding the right to contribute to the running of the country if they were to continue funding the upper classes. Louis XVI rejected their claims and refused them an audience.

Leading figures of the third estate decided to hold their own assembly, and on 10 June 1789 a National Constituent Assembly was convened on a tennis court in Versailles. They created a new system that had the interests of the people at heart, and drew up their own mandate to govern. The other estates were invited to join the assembly, but it was made clear that the people would have their say with or without endorsement from the other estates. The Assembly would not disband until they had given France a constitution. Elsewhere, unrest was growing across France as royalists gathered military forces around Paris and Versailles, and the revolution proper began with the storming of the Bastille (a royal prison) in Paris, on 14 July 1789. Riots broke out across France, and a radical regime change began.

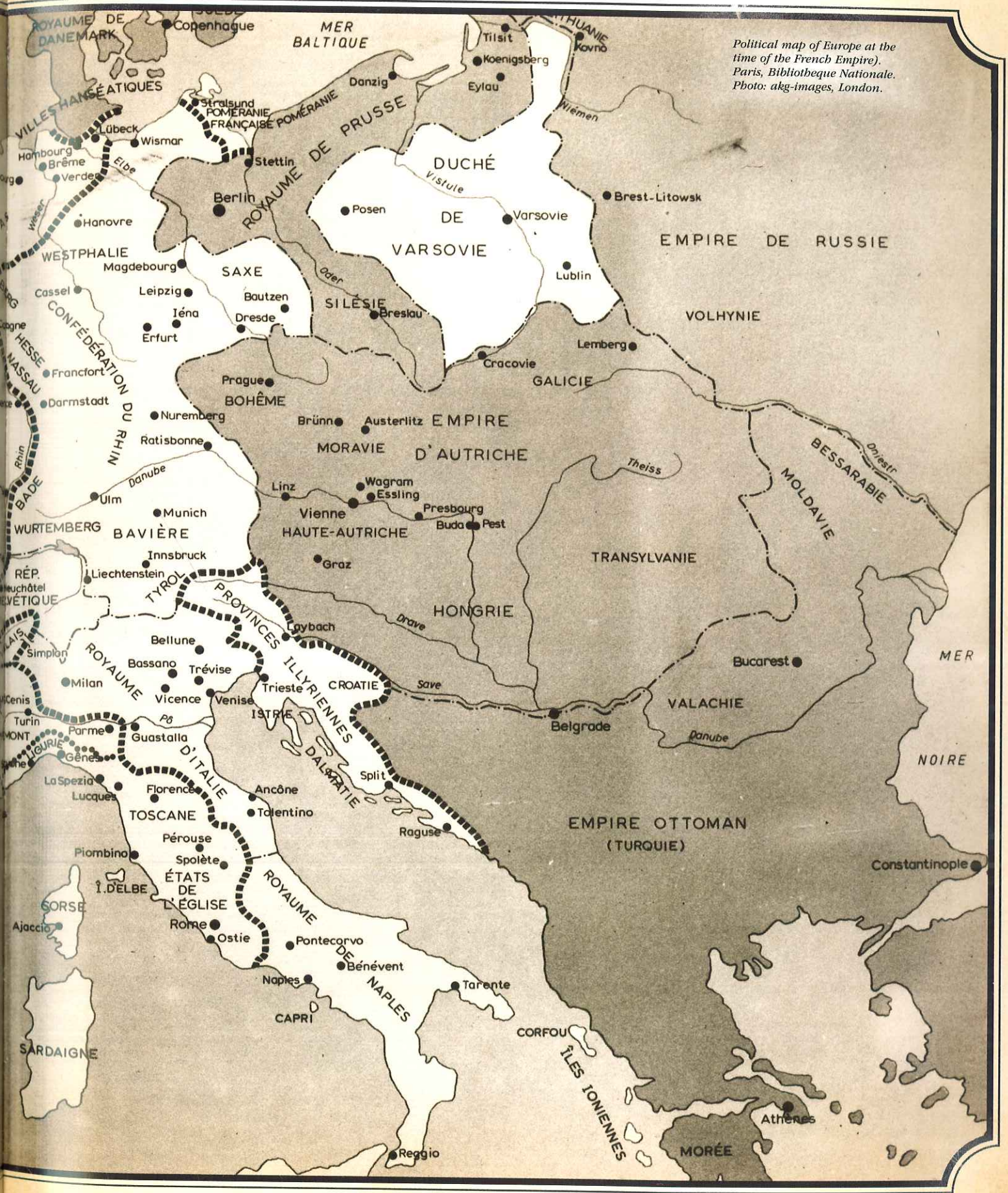
On 4 August 1789 the National Assembly announced the August Decrees, abolishing feudalism, sweeping away both the seigniorial rights of the Second Estate and the tithes gathered by the First Estate. In the course of a few hours, nobles, the clergy, towns, provinces, private companies, and cities lost most of the special privileges that had long been taken for granted under the Ancien Régime. The National Assembly made its Declaration of the Rights of Man, including liberty, equality and the right to resist oppression. King Louis refused to acknowledge the declaration, and so he and his family were arrested and brought to Paris, where they were held in the Tuileries until 1793. As the king still refused to hand over more power to the assembly, he was tried as an enemy of the people, and executed on 17 January 1793.

With Louis XVI's death began the Reign of Terror. Maximilien Robespierre, a lawyer and former member of the Estates General, was responsible for seeking out thousands of 'opponents of the Revolution', who were executed. 500,000 people were arrested, and 17,000 of them were publicly guillotined. Many of the victims were aristocrats, and their bodies were buried in unmarked graves. During this time, as revolutionary ideas spread across Europe and worried the governments and monarchies alike, Austria, Great Britain, the Netherlands, Prussia and Spain all declared war on France. Frightened by this turn of events, Robespierre's colleagues turned on him, denounced him and sent him to the guillotine in 1794. So ended the Reign of Terror, and the appointment of a new government was announced, the Directoire. The Directoire was unable to bring stability to a turbulent, revolutionary France, however, and in 1795 the country stood on the precipice of civil war. It was in Paris in October 1795 that the course of French history took another dramatic turn – as a rioting mob threatened to tip the entire country into chaos, a moment of brutality restored order, and the young Napoleon Bonaparte took his first steps towards becoming ruler of an Empire.

> "A revolution is an idea which has found its bayonets"
>
> - *Napoleon*

Storming of the Bastille (Prise de la Bastille).

L'EUROPE DE 1810
Située entre la France d'une part, la Prusse et l'empire d'Autriche d'autre part, la Confédération du Rhin réalise une Troisième Allemagne très ouverte à l'influence française.
La somme de l'Italie Française, du Royaume d'Italie et du Royaume de Naples correspond à peu de chose près à l'État italien du 20e siècle.
L'Espagne, officiellement alliée, peut être classée de fait parmi les nations hostiles et indépendantes.
frontières de l'Empire français
anciennes frontières de cet empire entre 1808 et 1810
autres frontières
en rouge les pays vassaux ou alliés de la France
en vert les pays indépendants, généralement opposés à la France
IRLANDE
MER DU NORD
ANGLETERRE
Oldenbourg
Amsterdam
La Haye
Zeist
Londres
Flessingue
PAYS-BAS
Plymouth
Gand
Anvers
Boulogne
Bruxelles
Waterloo
Liège
LA MANCHE
Amiens
Cherbourg
Le Havre
Seine
Compiègne
Mayence
Brest
Paris
Napoléonville
Fontainebleau
Strasbourg
Châtillon
Lunéville
Loire
Dijon
OCÉAN ATLANTIQUE
Napoléon-Vendée
FRANCE
La Faucille
Île-d'Aix
Rochefort
Lyon
Bordeaux
Grenoble
Mt Genèvre
Garonne
Rhône
C. Finisterre
Bayonne
Toulouse
Vigo
Vitoria
Marseille
Toulon
Ebre
Porto
Douro
Saragosse
ROYAUME DE PORTUGAL
ROYAUME D'ESPAGNE
Barcelone
Madrid
Tage
Talavera
Lisbonne
Valence
Î. BALÉARES
Cordoue
Bailen
Guadalquivir
Séville



Political map of Europe at the time of the French Empire). Paris, Bibliotheque Nationale. Photo: akg-images, London.

Timeline of the Napoleonic Wars

The War of the First Coalition (1792-7)

Events in Revolutionary France had reached critical mass, and all the major powers of Europe were focussed on the actions of the fledgling republican government. When France declared war on the Habsburg emperor Francis II in April 1792 and invaded Austria, a coalition was formed between them and Britain, Spain, Russia, the Netherlands, and the Italian kingdoms. This was the first major concerted effort between these neighbours to contain France. After a shaky start, the French armies began to stand up to the professional forces of their foes, and their victories mounted.

c.1792: Napoleon is promoted captain.

20 April 1792: French Assembly declares war on Austria.

15 May 1792: France declares war on Piedmont.

26 June 1792: First coalition is formed against France.

30 July 1792: Austria and Prussia begin an ill-fated invasion of France.

September 1792: The French annexe Nice, beginning a five year campaign in Italy.

20 September 1792: Battle of Valmy.

6 November 1792: Austrians defeated at Jemappes.

1 February 1793: France declares war on Britain and the Netherlands.

February 1793: Corsica revolts against France. Admiral Lord Hood arrives to secure the island and blockades the port of Bastia for seven weeks.

20 February 1793: National Convention of France calls up 300,000 conscripts.

9 March 1793: France declares war on Spain.

August 1793: Hood captures the primary French naval base at Toulon. He proceeds to block French ports, taking control of shipping routes in and out of France.

23 August 1793: Committee of Public Safety calls the levée en masse.

18 October 1793: Napoleon promoted to battalion commander during the siege of Toulon.

17 December 1793: Toulon is evacuated. The French republican general Fréron slaughters approximately 6,000 of the French citizens who were left behind in Toulon as an example to other royalists still in France.

22 December 1793: Napoleon promoted to brigadier-general.

23 December 1793: Anti-republican forces in the Vendée defeated at the Battle of Savenay.

6 February 1794: Napoleon made artillery commander of the Army of Italy.

February 1794: Vice-Admiral Sir John Jervis takes control of the West Indian islands of Guadeloupe and Martinique from the French.

24 April 1794: Battle of Villers-en-Cauchies. Whilst the later period of the Napleonic Wars would see a meteoric increase in the quality of French troops, in the early years of the revolutionary wars the French army relied on quantity over quality. Their cavalry was particularly weak – in part due to the loss of many aristocratic cavalrymen who had fled during the revolution – while their infantry brigades were crammed with raw recruits, full of revolutionary fervour but with little experience. Never were these deficiencies more sorely highlighted than at Villiers-en-Cauchies.

During the 1794 campaign in Flanders, Allied forces led by the Prince of Saxe-Coburg and the Duke of York sparred with the French Armée du Nord under Charles Pichegru. When Austrian Lieutenant General Rudolf Ritter von Otto found that a French force was threatening Landrecies, he took two squadrons of Austrian Hussars and two squadrons of British Light Dragoons to scout the enemy movement.

On 24 April, Otto's force of around 300 horse chanced upon a superior French cavalry force. Knowing that Emperor Francis II of Austria was nearby with a small retinue, Otto chose to attack the French cavalry to ensure that there was no danger to his sovereign. The French cavalry were deployed in line between Villers-en-Cauchies and a wood. When the Anglo-Austrian squadrons charged, the French cavalry wheeled aside, revealing a line of infantry and artillery beyond!

Despite being drawn into a trap, the allied horsemen charged home and broke through the six battalions of French infantry. The Austrians attacked the French left and the British the French right. Although infantry squares were normally almost impervious to cavalry attack, the French infantry was not yet experienced enough to use the squares properly, and the Allied cavalry broke into the French position. The eight squadrons of French cavalry quickly regrouped and counter attacked, but Otto's horsemen routed them also. The allied horse pursued the fleeing Frenchmen for eight miles in the direction of Bouchain.

The French admitted 1,200 killed, wounded and captured out of a force of 7,000 men – catastrophic casualties. The Austrians lost just 20 men, while the British casualties were 58 killed and 17 wounded.

26 April 1794: Battle of Landrecies.

May 1794: Lord Howe encounters a French fleet under the command of Rear-Admiral Villaret-Joyeuse. The action lasts for two days, and Howe forces the French to flee.

1 June 1794: The Glorious 1st June. Howe's fleet never loses sight of Villaret-Joyeuse. They engage again, and the British victory is impressive. However, Villaret-Joyeuse succeeds in his mission to delay Howe, and a French supply convoy lands safely at Brest as a result.

7 June 1794: The French regain control of Guadeloupe.

26 June 1794: Defeat at Fleurus forces Austrians to evacuate Belgium.

19 January 1795: France overruns the Netherlands and sets up the revolutionary Batavian Republic. Britain at once extends her blockades to cover all Batavian ports.

March 1795: The French invasion of Corsica is thwarted at sea. Captain Horatio Nelson distinguishes himself in the engagement.

5 April 1795: First treaty of Basel – a defeated Prussia ends its part in the coalition.

July 1795: Spain signs the Second Treaty of Basel with France, effectively ending its part in the coalition.

August 1795: Spain becomes France's ally. Austrian forces are pushed eastwards, allowing France to gain naval bases in the northern Mediterranean.

5 October 1795: 'The whiff of grapeshot'. Napoleon saves the government from an attempted coup by turning his cannon on rioters. Cavalry Major Murat retrieves the necessary artillery.

17 October 1795: Napoleon promoted to artillery commander of the Army of the Interior.

2 November 1795: Executive Directory takes power in France.

2 March 1796: Napoleon takes control of the Army of Italy, forcing Sardinia to sign a treaty with France and to surrender Nice and Savoy.

April 1796: General Abercromby, aided by the Royal Navy under Rear-Admiral Sir Hugh Christian, takes St Lucia and several small Batavian colonies in South America.

10 April 1796: Napoleon begins his offensive against Austro-Piedmont.

10-12 April 1796: Battle of Montenotte.

14-15 April 1796: Battle of Dego.

16-17 April 1796: Battle of Ceva.

20 April 1796: Mondovi taken. Napoleon's army reaches the plains of northern Italy.

28 April 1796: Piedmont sign armistice.

10 May 1796: Action at Lodi.

15 May 1796: Milan occupies.

4 June 1796: First siege of Mantua begins.

June 1796: Napoleon's successful land war causes the Royal Navy to withdraw from Corsica and Elba.

2 August 1796: First Battle of Lanato.

5 August 1796: Battle of Castiglione.

3 September 1796: French are defeated at Würzburg.

8 September 1796: Battle of Bassano.

8 October 1796: Spain declares war on Britain.

15-17 November 1796: Battle of Arcola.

December 1796: General Hoche prepares 20,000 troops for the invasion of Ireland. The invasion fleet is scattered by poor weather and even poorer seamanship.

14 January 1797: Battle of Rivoli.

2 February 1797: Mantua surrenders.

14 February 1797: The Battle of Cape St Vincent. A British fleet under John Jervis defeats a larger Spanish fleet under José de Córdoba near Cape St. Vincent, Portugal. The Spanish fleet retreats to Cadiz where it is blockaded by Jervis for several years.

16 May 1797: French occupy Venice.

24 July 1797: Nelson loses his arm after an unsuccessful action in Tenerife.

11 October 1797: Battle of Camperdown. Still with the intention of invading Ireland, the Batavian fleet under Vice-Admiral de Winter evades a British blockading squadron in an attempt to link up with the fleet at Brest. Admiral Duncan defeats them at Camperdown. General Hoche's plans for the invasion of Ireland are finally abandoned.

17 October 1797: France forces Austria to sign the Peace of Campo (Treaty of Campo Formio), leaving Great Britain the only member of the coalition to remain an active enemy of France.

THE WAR OF THE SECOND COALITION (1798-1802)

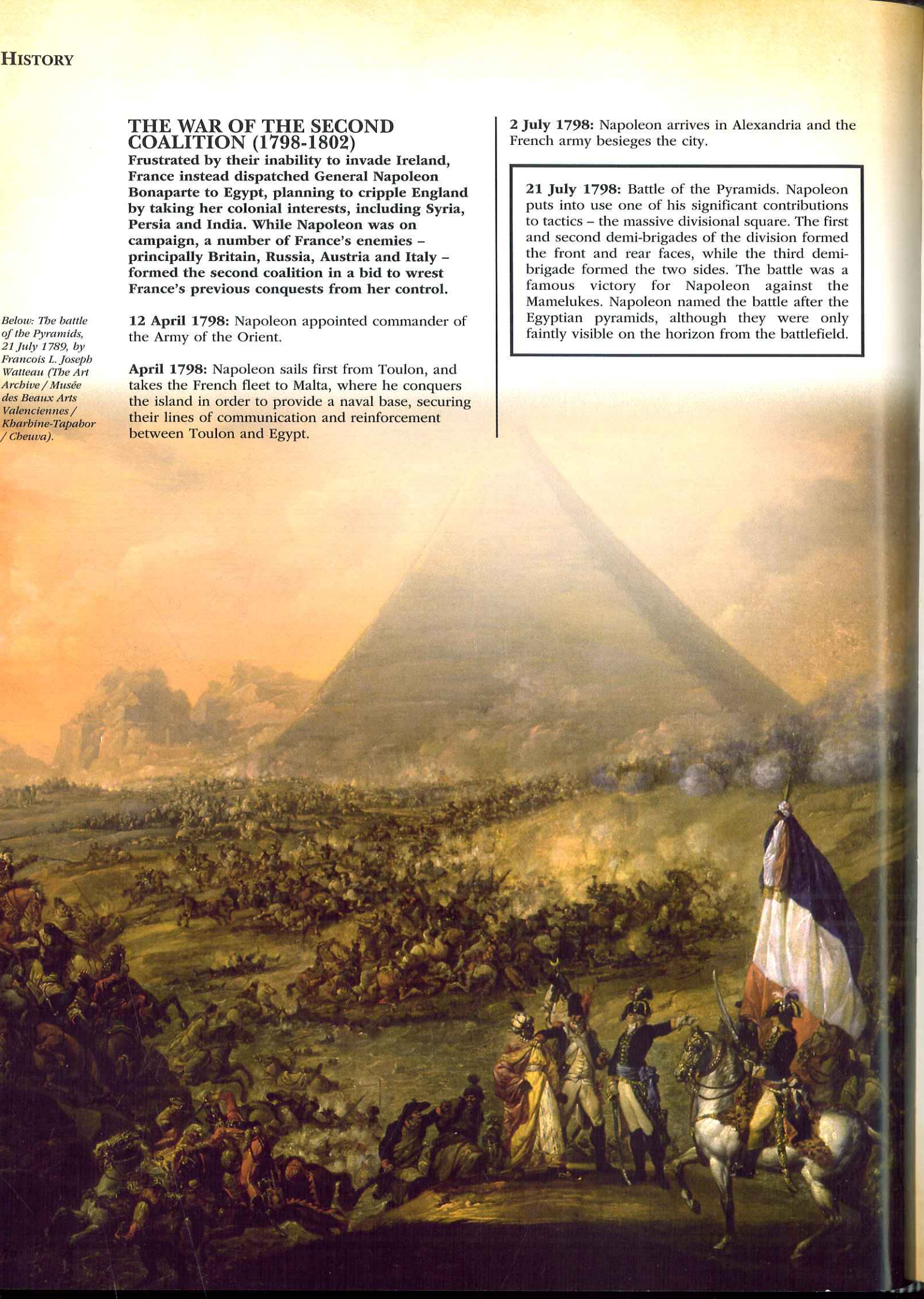
Frustrated by their inability to invade Ireland, France instead dispatched General Napoleon Bonaparte to Egypt, planning to cripple England by taking her colonial interests, including Syria, Persia and India. While Napoleon was on campaign, a number of France's enemies – principally Britain, Russia, Austria and Italy – formed the second coalition in a bid to wrest France's previous conquests from her control.

12 April 1798: Napoleon appointed commander of the Army of the Orient.

April 1798: Napoleon sails first from Toulon, and takes the French fleet to Malta, where he conquers the island in order to provide a naval base, securing their lines of communication and reinforcement between Toulon and Egypt.

2 July 1798: Napoleon arrives in Alexandria and the French army besieges the city.

21 July 1798: Battle of the Pyramids. Napoleon puts into use one of his significant contributions to tactics – the massive divisional square. The first and second demi-brigades of the division formed the front and rear faces, while the third demi-brigade formed the two sides. The battle was a famous victory for Napoleon against the Mamelukes. Napoleon named the battle after the Egyptian pyramids, although they were only faintly visible on the horizon from the battlefield.



Below: The battle of the Pyramids, 21 July 1789, by Francois L. Joseph Watteau (The Art Archive / Musée des Beaux Arts Valenciennes / Kharbine-Tapabor / Cheuva).

1-2 August 1798: The Battle of the Nile (Aboukir Bay). The Royal Navy tracks the French battle fleet to Aboukir Bay, some 7km from Alexandria. Rear-Admiral Nelson, recovered from his wound at Tenerife, confronts the French fleet under the command of Vice-Admiral Brueys. Total French losses are 1,700 dead, 1,500 wounded, 2,000 prisoners of war, two captured frigates and 11 captured ships of the line. The British lose 218 men, with a further 678 wounded. In the short term, the French army is cut off in Egypt.

September 1798: Commodore Bompart leads a small squadron and 3,000 French troops in another attempt to invade Ireland. They are met by a British squadron under Sir John Borlase Warren and scatter. The British pursue the French mercilessly, and only two frigates manage to return safely to France.

October 1798: A Russo-Turkish fleet under Vice-Admiral Uschakov occupies the Ionian islands and besieges Corfu. Nelson requests that the fleet moves on to Egypt, but Uschakov refuses.

29 December 1798: Second Coalition forms against France.

29 January 1799: French occupy Naples.

6 February 1799: Napoleon occupies Palestine.

1 March 1799: War of the Second Coalition begins; Russia declares war on France.

20 March 1799: Siege of Acre begins. Napoleon had marched through Syria and Mesopotamia en route to India. Coming across Acre (Acco), he realises the city has been fortified by a Royal Navy squadron under the command of Sir Sidney Smith. Napoleon organises a logistic resupply for his army, and begins a siege which is to last almost two months.

25 March 1799: Archduke Charles defeats the French at Stockach.

5 April-15 August 1799: Austro-Russian forces recapture Italy and Switzerland.

June 1799: Nelson blockades Naples while Russian forces under General Suwarow overrun the French occupiers across Italy.

Admiral Horatio Lord Nelson, a naval commander and engineer of the British victory at Trafalgar. It is often said that the British domination at sea secured by Nelson and his contemporaries directly influenced their success on land. Certainly, Nelson's great sea battles and his untimely death earned him a more revered place in the British psyche than, say, Wellington.

July 1799: Coalition forces advance up the west coast of Italy. The French are ejected from Naples, Rome and Tuscany. In the Atlantic, a long game of cat-and-mouse results in the French fleet at Toulon finally evading the British blockading fleet of Admiral St Vincent, and managing to unite with their Spanish allies at Brest.

The Armed Neutrality (1793-1801)

Throughout both Coalition wars and peacetime, Britain had resorted to the tried-and-tested tactic of blockading enemy ports. Unfortunately, the blockades were not restricted to Britain's enemies, which resulted in maritime trade across the world becoming dominated by Britain. In 1794, Denmark, Norway and Sweden had formed the 'Armed Neutrality' in a bid to break Britain's stranglehold over international trade. The Admiralty refused to budge on the matter, as this policy maintained their primary advantage over France, though at the expense of other nations. In 1798, a British envoy landed in Copenhagen, escorted by nine ships of the line, forcing Denmark to continue talks over the future of the Armed Neutrality in London. This was considered by many as an act of aggression, and an outraged Tsar Paul I of Russia sequestered all British goods in Russian harbours, and signed a neutrality pact with Sweden and Prussia, whose aim it was to oppose the British practice of stopping, searching and confiscating trade vessels. This pact was supported by Napoleon. The British reaction was swift. Aware that the Russian navy was icebound each winter, the Royal Navy struck in January, and William Pitt declared an embargo over 150 Danish, Russian and Swedish vessels. Danish colonies in the East and West Indies were then occupied. Finally, the Royal Navy set out to subdue Denmark, hoping from there to break out into Russia and Sweden.

Antoine-Charles-Louis, Conte de Lasalle, French Cavalry General, who fell in battle at Wagram in 1809. Portrait by Edouard Detaille. Photo: akg-images, London.

25 July 1799: Napoleon smashes Turks at Aboukir.

25-30 September 1799: Massena defeats Russians near Zurich.

6 October 1799: Anglo-Russian forces are defeated at Castricum, at a cost of around 5,000 men, and forced out of the Batavian Republic.

9 October 1799: Napoleon boards a frigate and slips past the British squadron, abandoning his army in Egypt and returning to France. Napoleon is named First Consul and sole leader of France by the end of the year.

1 November 1799: Lord Nelson arrives at Malta and demands the surrender of the French garrison at Valetta fortress, but General de Vaubois refuses, word of Napoleon's appointment to First Consul having raised the morale of his men. The British squadron responds by stepping up the blockade of Malta.

14 December 1799: Napoleon is made First Consul.

5 April 1800: Austria declares against Italy.

14 June 1800: The Battle of Marengo

Later in his career, Napoleon would come to talk of Marengo as one of his great tactical victories, yet the facts were somewhat different. If anything, Marengo was the luckiest day of Napoleon's life, and highlighted how the quality of his soldiers could snatch victory from the jaws of defeat.

In the Spring of 1800, Napoleon had led his Reserve Army across the Alps with the goal of relieving the Austrian siege of Genoa. Though he was unable to reach the city before its fall, Napoleon was able to place his army across the Austrian lines of communications. Anticipating an attack from the Austrian commander, General Michael von Melas, Napoleon prepared to fight a defensive battle. When the anticipated assault did not come, Napoleon became convinced that von Melas was planning to retreat. This was a mistake, and Napoleon was left unprepared for the attack when it did finally come.

Melas crossed the Bormida River, Northern Italy, early on the morning of 14 June, attacking several isolated pockets of Napoleon's army. Due to the swampy terrain and constricted Austrian bridgehead, the Austrian forces were not able to take full advantage of the element of surprise. Major General Andreas O'Reilly looked set to defeat the defensive line of French infantry along Fontanone Creek, but was frustrated by staunch resistance and the skilful manoeuvring of the French heavy cavalry under Brigadier General Francois Kellermann. The Austrian attacks increased in intensity as they attacked on several fronts. Again, Napoleon misread the situation, thinking that the attacks along the Bormida were merely diversionary tactics on the part of the Austrians. This time, the French line was bolstered by Lieutenant General Jean Lannes, who steadied the battle line on his own initiative. Eventually, however, the Austrians managed to break through the bridgehead and moved towards the town of Castel Ceriolo, and Melas finally pushed back the French right flank. It was desperate reports from this action that reached Napoleon, and convinced him to divert more resources towards the Bormida River and Marengo. Unfortunately, Napoleon had few troops within range to send in support, and it was the afternoon before reinforcements arrived.

By that point, the French defenders under Lieutenant General Claude Victor Perrin had begun a fighting retreat, covered by some daring cavalry charges from Kellerman and Brigadier General Champeaux. Napoleon arrived to see his forces in disarray, and threw the Consular Guard into the fight to allow Victor and Lannes the time to make good their withdrawal. Melas, convinced that victory was his, handed the responsibility of pursuing the beaten French to Major General Zach. Zach showed none of the urgency of Melas, and his delay in pursuit allowed Napoleon to regroup. When Zach caught up with the French army, he attempted a head-on assault, but was repulsed by Lieutenant General Louis Desaix's infantry division, who were amongst the fresh reinforcements that had arrived with Napoleon. The ensuing counter-attack rattled the Austrian lines, until Desaix was shot from his saddle and his men met a wall of Austrian Grendiers. Then the extraordinary happened – Kellermann once again urged his cavalry to join the fray, and they fought with such ferocity that every one of the 2,000 Austrian soldiers at the head of the column threw down their muskets and surrendered. The remaining Austrian divisions managed to withdraw, and held Marengo until the evening, but it was all for nothing. Zach was captured and Napoleon's brave commanders had won a famous – and improbable – victory.

3 May 1800: Moreau victorious at Stockach.

15 May 1800: French Army of the Reserve crosses the Alps.

4 September 1800: Valetta finally capitulates.

3 December 1800: Battle of Hohenlinden.

16 December 1800: Northern (Armed Neutrality) League formed.

February 1801: The British dispatch an expedition to Egypt, determined to remove Kléber's army. General Sir Ralph Abercromby storms the shore with 16,000 British troops and forces the French to pull back to the safety of Alexandria. The British consolidate their position in the desert outside the city.

21 March 1801: Battle of Alexandria. Abercromby's expeditionary force faces the corps of General Menou near the ruins of Nicopolis, on the narrow spit of land between the sea and Lake Aboukir. Despite the experience and numbers of the French force, the British musket volleys prove decisive. The 42nd Black Watch capture a colour and see off two French cavalry charges. However, both Sir Sidney Smith and General Abercromby are killed. The British advance on Alexandria itself. On March 26th, British forces are reinforced by 5,000 Turkish and Albanian troops. This coalition army takes Rosetta Castle and the castle of Jullien, opening up the Nile delta, allowing the allies to resupply. Similar victories follow.

23 March 1801: Tsar Paul murdered. Alexander succeeds.

2 April 1801: The Battle of Copenhagen. The British fleet under the command of Admiral Sir Hyde Parker fights and strategically defeats a Danish-Norwegian fleet anchored just off Copenhagen. Nelson famously disobeys Parker's order to withdraw with the words 'You know, Foley, I have only one eye and I have a right to be blind sometimes – I really do not see the signal.' Many of the Dano-Norwegian ships are destroyed before a truce is agreed.

April 1801: Nelson supersedes Sir Hyde Parker as Admiral in charge of operations in the Baltic.

June 1801: Britain raises its embargo on the ships of the armed neutrality following an agreement with Russia. Russia's change of heart comes after the demise of Tsar Paul I.

August 1801: Danish colonies under the control of Britain are returned to Denmark. A peace treaty is later signed, and hostilities between Britain and all the members of the Armed Neutrality are soon ended; Combined British and Turkish forces besiege Alexandria. The French soldiers in the city finally surrender on September 2nd.

14 September 1801: The recapture of Alexandria signals the end of Napoleon's oriental ambitions, and the French withdraw from Egypt.

26 January 1802: Napoleon establishes the Italian Republic.

27 March 1802: Treaty of Amiens brings a temporary peace between Great Britain and France.

2 August 1802: Napoleon proclaimed Consul for life.

11 September 1802: France annexes Piedmont.

15 October 1802: France invades Switzerland.

At Copenhagen, Nelson penned a note of truce to the Danes, thus: 'Lord Nelson's object in sending the Flag of Truce was humanity; he therefore consents that hostilities shall cease, and that the wounded Danes may be taken on shore. And Lord Nelson will take his prisoners out of the Vessels, and burn and carry off his prizes as he shall see fit.'

THE NAPOLEONIC WARS (1803-15)

No consensus exists as to when the French Revolutionary Wars ended and the Napoleonic Wars began. The most commonly proposed dates are 9 November 1799, when Bonaparte seized power in France; 18 May 1803, when a renewed declaration of war between Britain and France ended the only period of peace in Europe between 1792 and 1814; and 2 December 1804, when Bonaparte crowned himself Emperor. For the purposes of this brief history, we have used the 1803 date, as this certainly marked the start of years of conflict to come.

This period represents a time of vast struggle, born out of the French Revolution of 1789, and continuing out of resistance by many nations to Napoleon's attempt to bring all of Europe and beyond under a single monarchical government. The 'wars' (plural) actually took place from 1793-1815, but Britain and France signed a peace treaty at Amiens in 1802, resulting in a temporary halt in hostilities. The period of the Napoleonic Wars was also significant in that it was the last in which wooden sailing ships would be used, and almost all major world powers were involved in battle ranging across Europe and beyond. On land, Napoleon was most bitterly opposed by Wellington's army, while at sea it was Nelson who would vehemently oppose French ambitions.

30 April 1803: Napoleon sells Louisiana to the United States.

20 May 1803: Britain declares war.

1 June 1803: The French take Hanover.

June 1803: The British capture St Lucia and Tobago from the French.

September 1803: Royal Navy operations in the West Indies continue apace, as the Batavian colonies of Demerara and Barbice are taken. The French colony of San Domingo becomes the Negro republic of Haiti.

2 December 1804: Napoleon crowned Emperor of France.

14 December 1804: Spain declares war on Britain.

29 March 1805: Admiral Villeneuve slips out of Toulon and evades Nelson long enough to gather a sizeable allied fleet of Spanish and French sail of the line. The Campaign of Trafalgar thus begins.

11 April 1805: Formation of the Third Coalition against France.

26 May 1805: Napoleon crowns himself King of Italy.

9 August 1805: Austria joins the Third Coalition.

25 August 1805: The Grande Armée leaves Boulogne for Germany.

9 September 1805: Austria invades Bavaria.

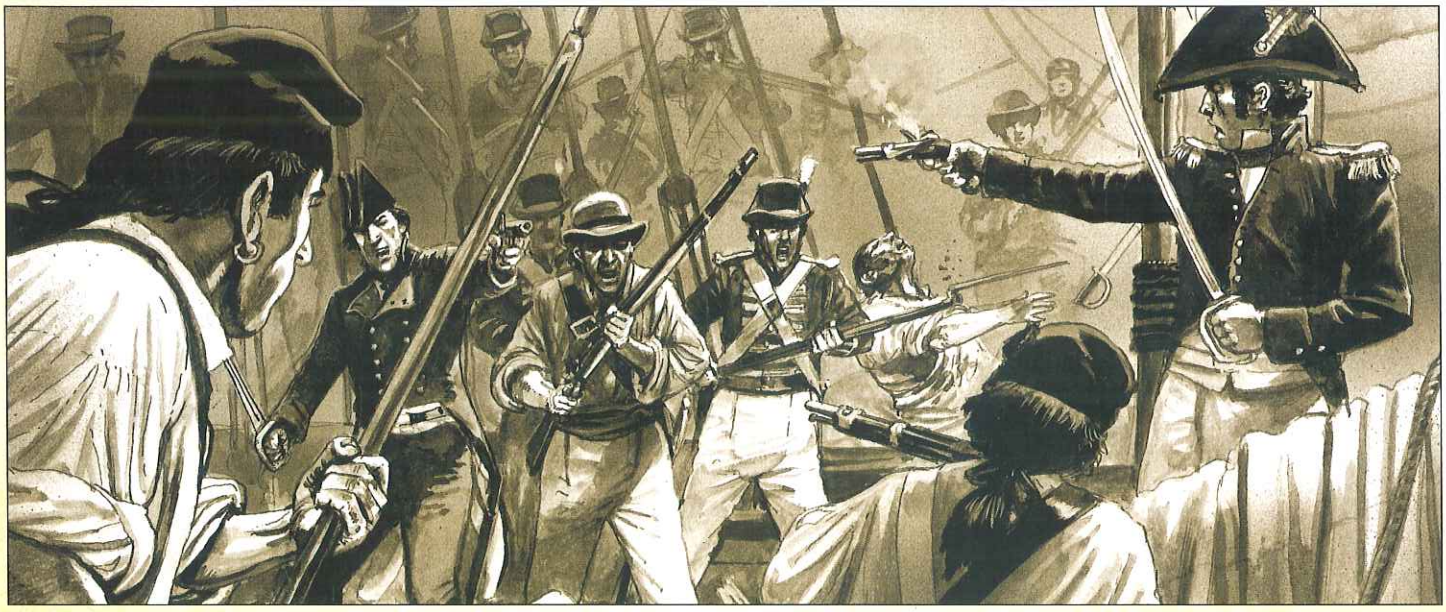
9 October 1805: Ney crosses the Danube at Gunzburg.

14 October 1805: Battle of Elchingen. Ney closes the door on the Austrian forces.

19 October 1805: Austrians capitulate at Ulm.

21 October 1805: The Battle of Trafalgar. Nelson and Villeneuve meet with two large fleets off Cape Trafalgar; the ensuing battle has repercussions for the entire course of the war. The British victory is absolute – so much so, in fact, that no enemy in Europe would dare to directly challenge British naval supremacy until the next century. Crucially, the conflict enables the British to carry forces across the sea with impunity, landing an army in Portugal in 1808 to begin British involvement in the Peninsular War. However, the victory is a bittersweet one, as Nelson loses his life, and Britain mourns her greatest naval hero.

Though not as commonplace as popular imagination would have us believe, boarding actions were often a necessary risk during naval actions.



Nelson's flagship, HMS Victory, *breaks the French line at Trafalgar.*

2 December 1805
Battle of Austerlitz (also known as the Battle of the Three Emperors). Napoleon, realising that he must act swiftly to capitalise on his victory at Ulm, entices the Austro-Russian alliance to battle by sending intelligence that his army is weakened, and that he desires peace with the Allies. Tsar Alexander I needs little encouragement to engage, and leads his force of 73,000 (around seventy per cent of which were Russian) against Napoleon's 75,000 (with Davout's 7,000 in reserve). The two armies meet between the towns of Austerlitz and Brno.

The allied attack begins at 8am, with columns probing at the French right flank in the villages of Telnitz and Sokolnitz. The attacks are uncoordinated and slow, resulting in the French infantry curtailing them. Sokolnitz is won after the allies change tactics and bombard the settlement instead, but is reclaimed again by the French in bitter fighting.

Seeing that the allies' centre is vulnerable, Napoleon dispatches Marshal Soult up the Pratzen Heights to engage them. Covered by a dense mist, Soult takes the allies by surprise atop the heights, but the allies fight back with great bravery – even the inexperienced Austrian infantry fight with valour and force the French back down the slopes. Victory was short-lived, however, as the seasoned French troops gained a second wind and forced the defenders out with bayonets. At the same time, General Vandamme attacks an area to the north called Staré Vinohrady, and the two-pronged French assault turns the battle in Napoleon's favour. Seeing the tide turning, Grand Duke Constantine, the Tsar's brother, orders the Russian Imperial Guard to join the battle. They perform admirably, capturing the only French standard of the battle. Napoleon counters with his Guard heavy cavalry, who smash into their counterparts. The rout is completed when an infantry division of the I Corps moves in support, allowing the cavalry to shelter behind their lines.

With the French winning engagements across the battlefield, Napoleon turns back to Telnitz and Sokolnitz. St. Hilaire's division and part of Davout's III Corps take Sokolnitz, leading to a general rout by the allies. Some Russian forces try to flee across the frozen ponds of Satschan towards Vienna, but a French artillery bombardment cracks the ice, killing hundreds and resulting in the capture of many Russian artillery pieces.

After the battle, the French army pours forth along the coast, seizing the islands to cut Austria off from possible Royal Navy intervention. Austerlitz is Napoleon's greatest victory, effectively destroying the Third Coalition.

> "One sharp blow and the war is over."
>
> *- Napoleon at Austerlitz*

Battle of Austerlitz, 2 December 1805 (Napoleon, with Soult & Bernadotte defeated the Russians under Bagration. Here General Rapp is presenting to Napoleon the defeated Prince Repnin and enemy prisoners, flags and cannon). By François Gerard (The Art Archive / Musée du Château de Versailles / Gianni Dagli Orti).

30 October 1805: Massena fights Archduke Charles at Caldiero.

10 November 1805: Mortier escapes destruction at Durenstein.

26 December 1805: Austria makes peace with the Treaty of Pressburg. The Peace of Pressburg allows Napoleon to concentrate his energies against Britain. Unable to wage war at sea, Napoleon enforces a system of customs controls throughout Europe, in an attempt to cripple British trade. These measures become known as 'Napoleon's War Against Commerce'. The measures prove unpopular, even within France, and Napoleon's allies are reluctant to enforce them. This prompts Napoleon to turn on his allies and absorb them into 'Metropolitan France' – a course of action that would eventually lead to his undoing.

January 1806: The Russians assemble a fleet at Corfu under Vice-Admiral Dmitri Nicolaievitch Seniavin. On land, General Baillie marches through Dalmatia to harry the French and blockade their ports. Seniavin sails to Montenegro and organises an uprising against the French, determined to liberate all of Dalmatia.

23 January 1806: Death of William Pitt the Younger, British Prime Minister.

14 February 1806: Massena leads the invasion of Naples.

30 March 1806: Joseph Bonaparte declared King of Naples.

5 June 1806: Louis Bonaparte is made King of Holland.

12 July 1806: Creation of the Confederation of the Rhine.

July 1806: The Calabrian Insurrection. The French under Massena occupying Calabria, southern Italy, are harried by guerrilla fighting from hostile locals. British expeditionary forces fan the flames of rebellion.

6 August 1806: The Holy Roman Empire is dissolved.

7 August 1806: Formation of the Fourth Coalition against France.

9 August 1806: Prussia begins to mobilise for war.

September 1806: Seniavin continues his Dalmatian conquest, chasing General Marmont's beleaguered forces before him.

6 October 1806: Fourth Coalition formed.

7 October 1806: Napoleon crosses the border into Prussia.

10 October 1806: Lannes defeats Archduke Ferdinand at the Battle of Saalfield.

14 October 1806: Napoleon and Davout defeat the Prussians at the twin battles of Jena and Auerstädt.

27 October 1806: Napoleon enters Berlin.

21 November 1806: Napoleon issues the Berlin Decrees as part of his war against commerce, forbidding the import of British goods into countries allied with, or dependent on, France.

28 November 1806: French troops enter Warsaw.

26 December 1806: Battles of Pultusk and Golymin.

December 1806: The Russians invade Moldavia, prompting Turkey to enter the war.

7-8 February 1807: Battle of Eylau. A Russian army of some 67,000 men under General Bennigsen provides the first serious opposition for Napoleon's Grande Armée. Napoleon had attempted a clever feint in a bid to trap Bennigsen with I Corps, under Marshal Bernadotte, but his messenger is captured and Bennigsen escapes the trap and brings Napoleon to battle near the town of Preussisch-Eylau. After 14 hours of fighting, and around 15,000 casualties on either side, the French claim the battlefield and a minor victory. In truth, however, the result is inconclusive, and Napoleon fails to destroy the Russian threat. Marshal Ney surveys the battlefield the next morning and says 'Quel massacre! Et sans résultat' –What a massacre! And all for nothing.

18 March-27 May 1807: Siege of Danzig.

21 March 1807: British expedition to Egypt is defeated at Damietta.

10 June 1807: Battle of Heilsberg.

14 June 1807: Battle of Friedland.

19-29 June 1807: The Battle of Lemnos (a.k.a. Battle of Mount Athos).

7 July 1807: Treaty of Tilsit signed between France, Prussia and Russia. The Russians withdraw from the Adriatic. A secret article of this treaty decrees that other nations are to be persuaded to cease trading with Britain. One of these nations is Denmark, and when the British discover this, an expedition to Copenhagen is hastily arranged.

August-September 1807: The Siege of Copenhagen. The British fleet under Admiral Gambier arrives at Copenhagen, and demands that the Danish fleet be handed over to them immediately. The Danes prepare to sink their own fleet rather than give it up, and while negotiations take place, they prepare strong defences. Talks fall through, and the British attack begins. The siege of Copenhagen rages for nearly a month. The British army, under the command of Sir Arthur Wellesley, seals off Zealand from any possible French support. Crown Prince Friedrich of Denmark refuses to ratify the treaty signed at Copenhagen, and remains at war with Britain until 1814 in a series of minor battles known as the Gunboat War.

2-7 September 1807: British bombard Copenhagen and seize the Danish fleet.

18 October 1807: French troops enter Spain en route to Portugal.

The Peninsular War (1807-14)
For a time, the Peninsular War seemed to be nothing more than a sideshow to the main event of the wars across the rest of Europe. However, over time the war in the Iberian Peninsula proved to be the greatest drain on France's resources and morale (Napoleon called it the 'Spanish ulcer'), and ultimately had a damaging effect on all of the Grand Armée's efforts thereafter. The struggle was also the scene of Britain's major contribution to the Napoleonic Wars before the campaign of Waterloo.

Napoleon's desire to control the Iberian Peninsula stemmed from his ambition to enforce the ill-fated 'continental system' across the whole of Europe, in a bid to cripple Britain financially and control imports and exports around the world. Napoleon's army invaded Spain by stealth, under the pretext of reinforcing Franco-Spanish troops occupying Portugal. The French then turned on their Spanish allies, seizing the country and turning their attentions to Portugal. When Lieutenant-General Sir Arthur Wellesley's army landed in Portugal in August 1808 – a feat made possible thanks to the supremacy of the Royal Navy at sea since the Battle of Trafalgar in 1805 – Napoleon greatly underestimated the task at hand. Refusing to pull his Grand Armée back because of the repercussions this may have upon his other European affairs, Napoleon ordered his generals – notably Junot, Soult, Masséna and Marmont – to hold the Iberian Peninsula. Wellesley observed that the French were overstretched, writing 'They [the French] must employ a large force indeed in the operations which will render it necessary for us to go away; and I doubt whether they can bring that force to bear on Portugal without abandoning other objects and exposing their whole fabric in France at great risk.'

The drain on the resources of the Grand Armée was telling. One of the primary factors was the aggressiveness of the Spanish guerrillas. Whilst the regular Spanish army was defeated time after time, until it was a shadow of its former self, the guerrillas – comprising common people, bandits and army deserters – took up positions in the mountains, raiding French supply lines and harrying the army at every opportunity. Without the threat of battle from the Anglo-Portuguese army, the French could have tackled the guerrillas more effectively; without the intervention of the guerrillas, the Anglo-Portuguese army may well have fallen to a concentrated French attack. In 1809, after winning glory at the Battle of Talavera, Wellesley was named Viscount Wellington, earning him the nickname 'the peer' amongst his men. In 1810, Masséna forced Wellington onto the defensive, but Wellington retreated only as far as his pre-prepared Lines of Torres Vedras, lines of forts built in secrecy to defend Lisbon. This stronghold broke Masséna's offensive, and eventually his numerically superior force was forced to withdraw, stricken by hunger and harried by Portuguese irregulars. A series of sieges ensued, with Masséna and Wellesley battling over key strongpoints to control the country. In 1812 Wellington succeeded in splitting the armies of Soult and Marmont in Spain. Wellington received intelligence that the French were about to be heavily reinforced, and prepared to withdraw once more to Portugal, but Marmont had other ideas. Seeing the British preparing to retreat, he attempted to outflank Wellington, but in doing so overextended his lines. Wellington kept a cool head and crushed the French at Salamanca. Despite this victory, the French remained stubborn, and still greatly outnumbered Wellington's forces, leaving the duke cautious.

Wellington was reinforced by more Portuguese and Spanish regulars, and began to arm and organize several large guerrilla bands. In June 1813, he began his final offensive. Wellington's army battled the French, with a pivotal victory at Vitoria, which raised morale across Europe and convinced Austria to join the coalition against Napoleon. The British army and their allies then took San Sebastian in a 69-day siege, followed by Pamplona, which forced Soult back beyond the Nivelle River. On 10 December 1813 Wellington moved into southern France. After several small engagements, the final battle of the Peninsular War was fought on 10 April 1814, when the British took Toulouse. Even without his other notable campaign which would be fought a year later, Wellington had done enough to secure his place in history.

27 October 1807: France and Spain sign the Treaty of Fontainebleau.

November 1807: The French invade Portugal, forcing the Portuguese court to flee to Brazil under British escort. The Portuguese shift allegiance to Britain, who soon after land an army on the European mainland for the first time. This marks the beginning of the Peninsular War.

30 November 1807: Junot occupies Lisbon.

February 1808: Russia invades Finland. Further expansion leads to a declaration of war between Russia and Sweden.

16 February 1808: French troops enter Spain.

17 March 1808: Charles IV of Spain abdicates.

23 March 1808: French troops occupy Madrid.

2 May 1808: The 'Dos de Mayo' uprising takes place in Madrid.

6 June 1808: Joseph Napoleon declared King of Spain.

15 June 1808: First siege of Saragossa begins.

14 July 1808: Spanish army is defeated at Medina del Rio Seco.

21 July 1808: Battle of Bailén. The seemingly indefatigable Grand Armée is defeated by the Spanish Army of Andalusia, led by Generals Francisco Castaños and Theodor von Reding. The battle ends in the capitulation of General Dupont and his corps, and encourages resistance elsewhere.

1 August 1808: Army of Sir Arthur Wellesley lands at Mondego Bay, Portugal; Joseph evacuates Madrid.

17 August 1808: Battle of Vimeiro. Major-General Jean-Andoche Junot leads 14,000 French against a larger force of 18,000 under Wellesley. Despite sound tactics, Junot fails to coordinate his attacks well enough, and Wellesley's defensive tactics pay off – British casualties and woundings number only 720 in total, compared to around 2,000 for the French. The battle is notable for its use of skirmishers, with Wellesley's light infantry proving pivotal in the victory.

September 1808: Disgusted by French conduct in Lisbon, Russian Admiral Seniavin requests that his squadron be taken into protective custody by the British, on condition that they are escorted back to Russia safely. Thus ends Russian activity in the Mediterranean.

October 1808: The French take the Italian island of Capri from the British forces garrisoned there.

30 October 1808: The French withdraw from Portugal.

4 November 1808: Napoleon arrives in Spain with 125,000 troops.

10 November 1808: Battles of Espinosa and Gamonal.

23 November 1808: The French defeat the Spanish at the Battle of Tudela.

29-30 November 1808: Battle of Somosierra.

4 December 1808: Napoleon enters Madrid.

20 December 1808: Second siege of Saragossa begins.

25 December 1808: The British begin the retreat to Corunna.

13 January 1809: Battle of Uclés.

16 January 1809: Battle of Corunna. Sir John Moore successfully covers the evacuation of British troops, but at the loss of his own life. Marshal Soult tends Moore's grave in Corunna, and orders the construction of a monument.

20 February 1809: Fall of Saragossa after a three-month siege.

22 March 1809: The French take Oporto.

28 March 1809: Victor defeats Cuesta at the Battle of Medellín.

9 April 1809: Fifth Coalition against France is formed, and the Austrian army attacks Bavaria.

16 April 1809: Battle of Sacile.

19 April 1809: Battle of Raszyn.

20 April 1809: Napoleon victorious at the Battle of Abensberg.

22 April 1809: Battle of Eckmuhl.

3 May 1809: Battle of Ebelsberg.

The Lines of Torres Vedras

In October 1809, Wellington orders British engineers and Portuguese labourers to begin work on an immensely strong and ambitious series of fortifications – the Lines of Torres Vedras. These were built in secrecy, and stretched for some 48 kilometres from Lisbon to the Tagus estuary. The three lines guarded all major routes and strategic points in and out of Portugal. Over a period of seven months, more and more emplacements were added – 108 forts and 151 redoubts were built in all, housing over 1,000 cannon and were manned with almost 80,000 soldiers. During the winter of 1809-10, the fortresses presented a near-impregnable stronghold to the French, repelling the persistent attempts of the superior forces of Marshal Masséna to besiege them, giving Wellington a base of operations for his eventual offensive into Spain.

8 May 1809: Battle of the Piave.

13 May 1809: Napoleon enters Vienna.

21-22 May 1809: Battle of Aspern-Essling. Napoleon attempts a forced crossing of the Danube near Vienna, but the French and their allies are driven back by the Austrians under Archduke Charles. The battle marks the first time Napoleon has been personally defeated in over a decade.

24 May 1809: Siege of Gerona begins.

14 June 1809: Battle of Raab.

June 1809: Wellington arrives in Lisbon with an army of reinforcements.

5-6 July 1809: Battle of Wagram. In the most important battle of the Fifth Coalition, Napoleon leads a force of 162,000 French, Germans and Italians against 136,000 Austrians under Archduke Charles. The battle takes place on the Marchfield Plain, on the north bank of the Danube, with the fiercest fighting around the village of Deutsch-Wagram. The use of artillery proves decisive on a flat battlefield packed with 300,000 combatants, with casualties, wounded and deserters totalling in the region of 40,000 on each side. Though the Austrian strength is not destroyed, their morale is shattered and Austria loses the will to continue the fight against Napoleon.

10 July 1809: Battle of Znaim. The last action between France and Austria, although a formal peace is not brokered until October.

27-28 July 1809: Wellesley defeats the French at Talavera, and earns the title Viscount Wellington of Talavera.

29 July 1809: 30,000 British troops land in Walcheren (Netherlands).

17 September 1809: After a series of disastrous battles, the Swedes are forced to sign the humiliating Treaty of Fredrikshamn with the Russians. Finland and parts of Norbotten – under Swedish rule for 700 years – are signed over to the Russians. This marks the end of the Russo-Swedish War.

14 October 1809: Treaty of Schönbrunn signed between Austria and France, ending the War of the Fifth Coalition.

18 October 1809: Spanish victory at Tamames.

20 October 1809: Construction work begins on the lines of Torres Vedras.

19 November 1809: Mortier defeats the Spanish at Ocaña and Alba de Tormes.

11 December 1809: Fall of Gerona.

January 1810: The French conquer Andalusia.

5 February 1810: The French begin a two-year siege of Cadiz.

February-September 1810: Joachim Murat, king of Naples, prepares an assault on British-held Sicily. The British garrison in Sicily is relatively small (14,000 British and 7,000 Sicilians), but is protected by three ships of the line and eight frigates under Admiral Martin. Murat's plans are ill-fated. On 30 June, Martin observes the enemy conducting a rehearsal of the planned embarkation. On 15 August, he watches as the French soldiers conduct a parade in honour of Napoleon's birthday. Martin orders a bombardment that puts an end to the parade. On 5 September, the embarkation begins, but Martin again orders a bombardment, forcing the French to abandon the plan. On 17 September 1810, part of the army manages to cross to Sicily, where they are hard pressed by local guerrillas and British troops. The Neapolitans withdraw – Murat blames his general, Grenier, for the defeat, while Napoleon conveys his displeasure to the king.

2 April 1810: Napoleon marries the Habsburg princess, Marie-Louise.

10 July 1810: Masséna captures Ciudad Rodrigo.

24 July 1810: Despite a rash assault that leads to unnecessary French casualties, Marshal Ney defeats Brigadier-General Robert Craufurd at the Battle of the River Côa. Marshal André Masséna's army marches onwards, taking the fortress of Almeida on 28 July.

27 September 1810: Wellington defeats Masséna at the Battle of Busaco.

10 October 1810: Wellington occupies the Lines of Torres Vedras.

14 October 1810: Masséna halted at the Lines of Torres Vedras.

16 October 1810: The French retreat from the Lines.

26 January 1811: The French besiege Badajoz.

19 February 1811: Soult defeats the Spanish at the Gebora River.

5 March 1811: Graham victorious at Barrosa; French leave Portugal.

9 March 1811: Badajoz falls to the French.

1 May 1811: Wellington occupies Almeida.

3-5 May 1811: Battle of Fuentes de Oñoro. The Anglo-Portuguese army under Viscount Wellington check Masséna's attempt to relieve the city of Almeida. Wellington acknowledges how dangerous the situation was, saying later: 'If Boney had been there, we should have been beat.' Marshal Masséna's French forces withdraw from the Lines of Torres Vedra for fear of starvation. The British position is secured.

6-15 May 1811: First British siege of Badajoz.

16 May 1811: Battle of Albuera.

19 May-17 June 1811: Second failed British siege of Badajoz.

25 September 1811: Battle of El Bodón.

8 January 1812: Siege of Ciudad Rodrigo begins.

19 January 1812: British storm and capture Ciudad Rodrigo.

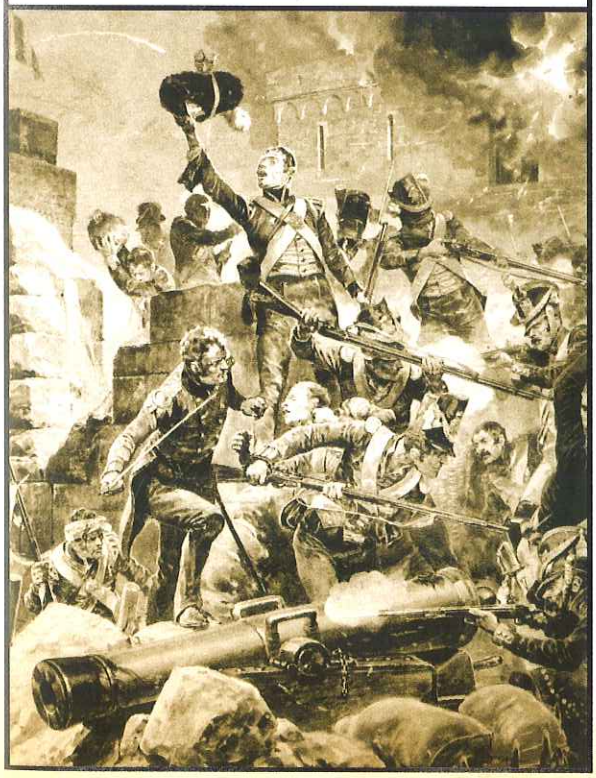
16 March 1812: Wellesley begins the third British siege of Badajoz.

24 March 1812: Russia and Sweden sign secret pact against Napoleon.

28 May 1812: Russia signs the Treaty of Bucharest with Turkey.

18 June 1812: The United States declares war on Britain, beginning the War of 1812.

6-7 April 1812: Battle of Badajoz. Wellington's forces, having begun siege operations against the fortified settlement of Badajoz in March, launches an assault against three practicable breaches in the walls. Two British infantry divisions struggle for five hours. After being repulsed from the breaches, it is an escalading force that takes the stronghold, fighting its way into the castle and over an undamaged section of wall. Badajoz is taken at a cost of around 5,000 casualties. The victory is soured by one of the lowest points in the British army's history – Wellington loses control of the men following victory, and the town is subjected to two days of pillage, murder, rape and drunkenness by British soldiers. Wellington is enraged, sending many men to the gallows, and thereafter increases the number of provosts in his army to ensure order and discipline.



24 June 1812: French army, comprising 449,000 men and 1,146 cannon, crosses the Niemen River, commencing Napoleon's invasion of Russia.

22 July 1812: Battle of Salamanca. Wellington 'defeated 40,000 men in forty minutes', leaving the French control of Spain in tatters. The Imperial Eagle of the French 62nd Line (Thomières) is captured by Lieutenant Pearce of the 2/44th East Essex Regiment.

24 July 1812: Action at Garcia Hernandez. Two brigades of Anglo-German cavalry led by Major-General George Bock defeat 4,000 French infantry led by Major-General Maximilien Foy. This would be an unremarkable Peninsular War skirmish, except that the King's German Legion (KGL) heavy dragoons perform the astounding feat of 'breaking a square' and overrunning a portion of the French rear guard. Moreover, they accomplish this feat twice within a few minutes.

12 August 1812: Wellington enters Madrid.

17-19 August 1812: The Russians evade Napoleon at the battles of Smolensk and Valutino.

Message from the Duke of Wellington to the British Foreign Office in London – written from Spain, August 1812.

Gentlemen,

Whilst marching from Portugal to a position which commands the approach to Madrid and the French forces, my officers have been diligently complying with your requests which have been sent by H. M. ship from London to Lisbon and thence by dispatch to our headquarters.

We have enumerated our saddles, bridles, tents and tent poles, and all manner of sundry items for which His Majesty's Government holds me accountable. I have dispatched reports on the character, wit, and spleen of every officer. Each item and every farthing has been accounted for, with two regrettable exceptions for which I beg your indulgence.

Unfortunately the sum of one shilling and ninepence remains unaccounted for in one infantry battalion's petty cash and there has been a hideous confusion as to the number of jars of raspberry jam issued to one cavalry regiment during a sandstorm in western Spain. This reprehensible carelessness may be related to the pressure of circumstance, since we are at war with France, a fact which may come as a bit of a surprise to you gentlemen in Whitehall.

This brings me to my present purpose, which is to request elucidation of my instructions from His Majesty's Government so that I may better understand why I am dragging an army over these barren plains. I construe that perforce it must be one of two alternative duties, as given below. I shall pursue either one with the best of my ability, but I cannot do both:

1. To train an army of uniformed British clerks in Spain for the benefit of the accountants and copy-boys in London or perchance,

2. To see to it that the forces of Napoleon are driven out of Spain.

Your most obedient servant, etc.

Wellington.

The War of 1812 (1812-15)

Britain's heavy-handed approach at sea had left many nations frustrated and angry, not least of which was America. Resentful of the foothold that the British still held in Canada, a tense political situation was compounded by the Royal Navy's blockades along important trade routes, and impressments of American merchant sailors. While the Napoleonic Wars raged, angry American forces attempted to capitalise on Britain's distraction by snatching British-held territory in Canada, leading to the bitterly contested Anglo-American War, or the War of 1812. The Americans declared war on Britain thanks to an unbelievably narrow vote, and Great Britain found herself fighting on several fronts. At the start of the war, the Americans found themselves outclassed, as their forces were inexperienced and their commanders naïve. However, by the end of the conflict in 1815, the United States army and navy had developed into a formidable power. Though this conflict was marked by some intense land battles and infamous moments – including the burning of the White House by the British – it is the naval war for which it has become best remembered, characterised by some incredible single-ship duels, and the British found themselves a worthy adversary at sea for perhaps the first time in almost a century. In December 1814, the Treaty of Ghent was signed in Belgium, effectively ending the war. By the terms of the treaty, all lands, ships and prisoners were returned to their rightful owners, and the status quo was restored, making the War of 1812 a technical draw. Britain agreed to return all slaves to America, but later reneged on the deal as it contravened Admiralty policy on slavery, opting to pay the USA £250,000 instead. Word of the treaty did not reach the frontlines for several weeks, leading to some important battles taking place after the end of the war. At the end of December and well into January 1815, the Battle of New Orleans was fought. The British army under General Edward Pakenham, encouraged by Admiral Cochrane, marched on New Orleans with 7,500 soldiers. The defenders, with some 5,000 men led by future president Andrew Jackson, repelled the British in a week-long series of engagements, resulting in the USA's most celebrated victory against the British on land.

Battle of Borodino (Battle along the Moskva), 7 September 1812 (Napoleon I's victory over Kutuzov) by Nicolai Semyonovich Samokish. Photo: akg-images, London.

24 August 1812: The French finally abandon the siege of Cadiz.

7 September 1812: Battle of Borodino. The largest and bloodiest action of Napoleon's Russian campaign. Over 250,000 soldiers fight, and over 70,000 die. Although the Russian army of General Mikhail Kutuzov is defeated, almost a third of the French army is wiped out. Russia is in disarray and its armies are left reeling, but Napoleon suffers – his losses are too great to make the campaign sustainable, while the vast territory of Imperial Russia makes replenishment of the defending army inevitable.

14 September 1812: The French army enters Moscow. The next day, the great fire begins. The best explanation of the tragedy so far belongs to Leo Tolstoy, who wrote in his novel, War and Peace: *'The French attributed the Fire of Moscow au patriotisme feroce de Rostopchine, the Russians to the barbarity of the French. In reality, however, it was not, and could not be, possible to explain the burning of Moscow by making any individual, or any group of people, responsible for it... Deserted Moscow had to burn as inevitably as a heap of shavings has to burn on which sparks continually fall for several days. A town built of wood, where scarcely a day passes without conflagrations when the house owners are in residence and a police force is present, cannot help burning when its inhabitants have left it and it is occupied by soldiers who smoke pipes, make campfires of the Senate chairs in the Senate Square, and cook themselves meals twice a day... However tempting it might be for the French to blame Rostopchin's ferocity and for Russians to blame the scoundrel Bonaparte, or later on to place an heroic torch in the hands of their own people, it is impossible not to see that there could be no such direct cause of the fire, for Moscow had to burn as every village, factory, or house must burn which is left by its owners and in which strangers are allowed to live and cook their porridge. Moscow was burned by its inhabitants, it is true, but by those who had abandoned it and not by those who remained in it. Moscow when occupied by the enemy did not remain intact like Berlin, Vienna, and other towns, simply because its inhabitants abandoned it and did not welcome the French with bread and salt, nor bring them the keys of the city.'*

19 September-22 October 1812: Wellington besieges Burgos.

2 October 1812: Wellington appointed commander-in-chief of the Spanish armies.

19 October 1812: The French army leaves Moscow.

22 October-19 November 1812: The Allies retreat from Burgos to Ciudad Rodrigo.

24-25 October 1812: Napoleon blocked at the Battle of Maloyaroslavets.

2 November 1812: French reoccupy Madrid.

27-29 November 1812: Napoleon escapes a Russian trap at the River Berezina.

5 December 1812: Napoleon leaves the Grande Armée.

14 December 1812: French army reaches the River Niemen. More French soldiers died or were captured during the campaign than actually make it out of Russia, largely due to lack of supplies, extreme weather conditions and the harassment of the Russian troops along the entire route of the Grande Armée's withdrawal. The poor condition of the French army after the 1812 campaign is a turning point in the wars.

16 January 1813: The Russians advance west across the Vistula.

7 February 1813: Russian and Prussian forces enter Warsaw unopposed, signalling the end of the Duchy of Warsaw.

3 March 1813: Sweden joins the Sixth Coalition.

6 March 1813: French forces retreat to the Elbe.

12 March 1813: French garrison evacuates Hamburg.

13 March 1813: Prussia declares war on France.

27 March 1813: Allied troops occupy Dresden, capital of Saxony.

3 April 1813: Battle of Möckern.

1 May 1813: The French begin the offensive in Germany.

2 May 1813: Battle of Lützen.

8 May 1813: French reoccupy Dresden.

20-21 May 1813: Battle of Bautzen.

27 May 1813: French forces evacuate Madrid.

28 May 1813: French forces reoccupy Hamburg.

2 June 1813: Allies besiege Tarragona.

4 June 1813: Napoleon signs a temporary armistice with the Allies.

21 June 1813: Battle of Vitoria. Wellington leads a force of British, Spanish and Portuguese against a smaller French army under Joseph Bonaparte and Marshal Jourdan. After a hard fight, Sir Thomas Picton's 3rd Infantry Division breaks the French centre, winning the battle. Although Joseph Bonaparte escapes, French rule in Spain is effectively ended.

30 June 1813: Siege of Pamplona.

7 July 1813: Sweden joins the Allied Coalition.

11 July 1813: Soult takes command of French troops at the Pyrenees.

28-30 July 1813: Battle of the Pyrenees. Wellington defeats Soult at Sorauren.

12 August 1813: Austria declares war on France.

23 August 1813: Battle of Grossbeeren.

26-27 August 1813: Battle of Dresden.

30 August 1813: Battle of Kulm.

31 August 1813: Graham captures San Sebastian; Battle of Vera; Wellington repulses Soult at San Marcial.

6 September 1813: Battle of Dennewitz.

24 September 1813: French troops withdraw across the Elbe.

9 October 1813: Battle of Düben.

14 October 1813: Battle of Liebertwolkwitz.

16-18 October 1813: Battle of Leipzig. Sometimes called the Battle of the Nations, this encounter saw over 600,000 men from a host of nations involved in the fighting, making it the largest battle ever seen in Europe. Napoleon's army contains soldiers from Saxony, Italy, Naples and the Duchy of Warsaw, while the allied forces under Charles Philip, Prince of Schwarzenberg, comprises over 400,000 men from Austria, Russia, Prussia, Sweden and, again, Saxony. The three-day battle sees an inordinately high number of casualties (estimates put this between 80,000 and 110,000 in total), and Napoleon is handed a crushing defeat. The French are forced out of Germany, and Napoleon is finally pushed onto the back foot and begins his return to France.

18 October 1813: Württemberg and Saxony join the Allies.

30 October 1813: Battle of Hanau.

10 November 1813: Wellington defeats Soult at the River Nivelle.

9-13 December 1813: Battle of the Nive.

13 December 1813: Battle of St. Pierre. Faced with the combined British forces of Wellington and Hill, French troops almost mutiny and force Soult to retreat. It was on this day that General Hill was heard, for only the second time in the entire war, to use profanity. When Wellington heard about this he remarked 'If Hill has begun to swear, they all must mind what they are about'.

22 December 1813: Allied forces begin to cross the Rhine, beginning the Sixth Coalition's invasion of France.

11 January 1814: King Murat of Naples joins the Allies.

22 January 1814: Prussian forces cross the River Meuse into France.

27 January 1814: Battle of St. Dizier.

29 January 1814: Battle of Brienne.

1 February 1814: Battle of La Rothière. Blücher repels Napoleon.

10 February 1814: Battle of Champaubert; start of the Six Days' Campaign.

11 February 1814: Battle of Montmirail.

12 February 1814: Battle of Château-Thierry.

14 February 1814: Battle of Vauchamps.

17 February 1814: Battle of Valjouan.

18 February 1814: Battle of Montereau.

21 February 1814: Napoleon offers peace to Emperor Francis of Austria, but the proposal is rejected.

7 March 1814: Battle of Craonne.

9 March 1814: Treaty of Chaumont.

9-10 March 1814: Battle of Laon.

13 March 1814: Battle of Rheims.

20 March 1814: Battle of Arcis-sur-Aube.

24 March 1814: The French are finally defeated in the Iberian Peninsular; the Allies hold a war council at Sommagices.

25 March 1814: Battle of La-Fère-Champenoise.

31 March 1814: French troops at Monmarte and Paris surrender. The Allies move on Paris.

6 April 1814: Napoleon abdicates.

16 April 1814: Napoleon is granted sovereignty of Elba by the Treaty of Fontainebleau. He departs in exile to the island on 28 April.

17 April 1814: Marshal Soult surrenders to Wellington in southern France, officially ending the Peninsular War.

30 April 1814: Treaty of Paris brings formal end to the war; Louis XVIII is restored to the throne of France.

11 May 1814: Arthur Wellesley, Viscount Wellington, is created Duke of Wellington.

1 November 1814: Proceedings of the Congress of Vienna begin.

1 March 1815: Napoleon escapes Elba and returns to France.

5 March 1815: The nominally royalist 5th Infantry Regiment joins Napoleon en masse. The next day they are joined by the 7th Infantry Regiment under its colonel Charles-Angélique-François Huchet de la Bedoyère.

13 March 1815: Napoleon declared an outlaw by the Great Congress of Vienna.

14 March 1815: Ney defects and joins Napoleon with 6,000 men at Auxerre; Louis XVIII flees France for a second time.

15 March 1815: King Murat of Naples declares war on Austria.

20 March 1815: Action at Tarbes; Napoleon enters Paris. Thus begins the 'Hundred Days' (a.k.a. The War of the Seventh Coalition).

24 March 1815: Ferdinand VII returns to Spain.

25 March 1815: The Seventh Coalition is formed.

10 April 1815: Wellington defeats Soult at Toulouse.

14 April 1815: French sorties from Bayonne.

17 April 1815: Soult surrenders.

27 April 1815: Bayonne surrenders.

30 April 1815: Treaty of Paris.

2-3 May 1815: Neapolitans defeated by the Austrians at Tolentino.

9 June 1815: Congress of Vienna concludes.

15 June 1815: Napoleon crosses the River Sambre into Belgium.

16 June 1815: Battles of Quatre Bras and Ligny.

18 June 1815: Battles of Wavre and Waterloo, marking the end of the Napoleonic Wars.

22 June 1815: Napoleon abdicates.

15 July 1815: Napoleon Bonaparte surrenders to Captain Frederick Maitland of *HMS Bellerophon,* and is transported to Torbay.

8 August 1815: Napoleon is exiled to the remote south Atlantic island of St Helena, where he dies in 1821.

26 September 1815: Holy Alliance concluded at Vienna.

20 November 1815: Second Treaty of Paris.

The battles of Quatre Bras, Ligny, Waterloo and Wavre are Napoleon's last battles, and are worthy of more detail than can be provided in a timeline. As such, these battles, and the Hundred Days campaign in general, are covered in much greater detail in the Napoleonic Campaigns section.

'Scotland forever!', colour vignette by unknown artist, depicting an officer of the Scots Greys at the head of a charge. Anne S. K. Brown Military Collection, Brown University Library.

NAPOLEONIC WARGAMING

"When you have resolved to fight a battle, collect your whole force. Dispense with nothing. A single battalion sometimes decides the day."

- Napoleon

COLLECTING ARMIES

The wargaming hobby is remarkably rich, and is about far more than simply playing games. Most wargamers aspire to collect an army (or several armies) of miniatures, paint them to the best of their ability and fight battles with them on stunning wargames terrain. Now that you've looked at the rules of the game, it's time to examine these other aspects of the hobby.

Everyone gains something different from the hobby of wargaming, and assign more or less importance to its various facets – collecting, painting, building scenery and playing games. Some people favour one aspect over all others – many hobbyists paint miniatures and dioramas exclusively for display purposes, rarely if ever putting them on a model battlefield. Still other gamers apply paint to their models as quickly as they can, not worrying about the fine detail, in an effort to get them on the gaming table as fast as possible. Most people fall somewhere in-between these two extremes, forming a happy medium as you'd expect. There is no right or wrong way to enjoy the wargaming hobby – its diversity is its strength.

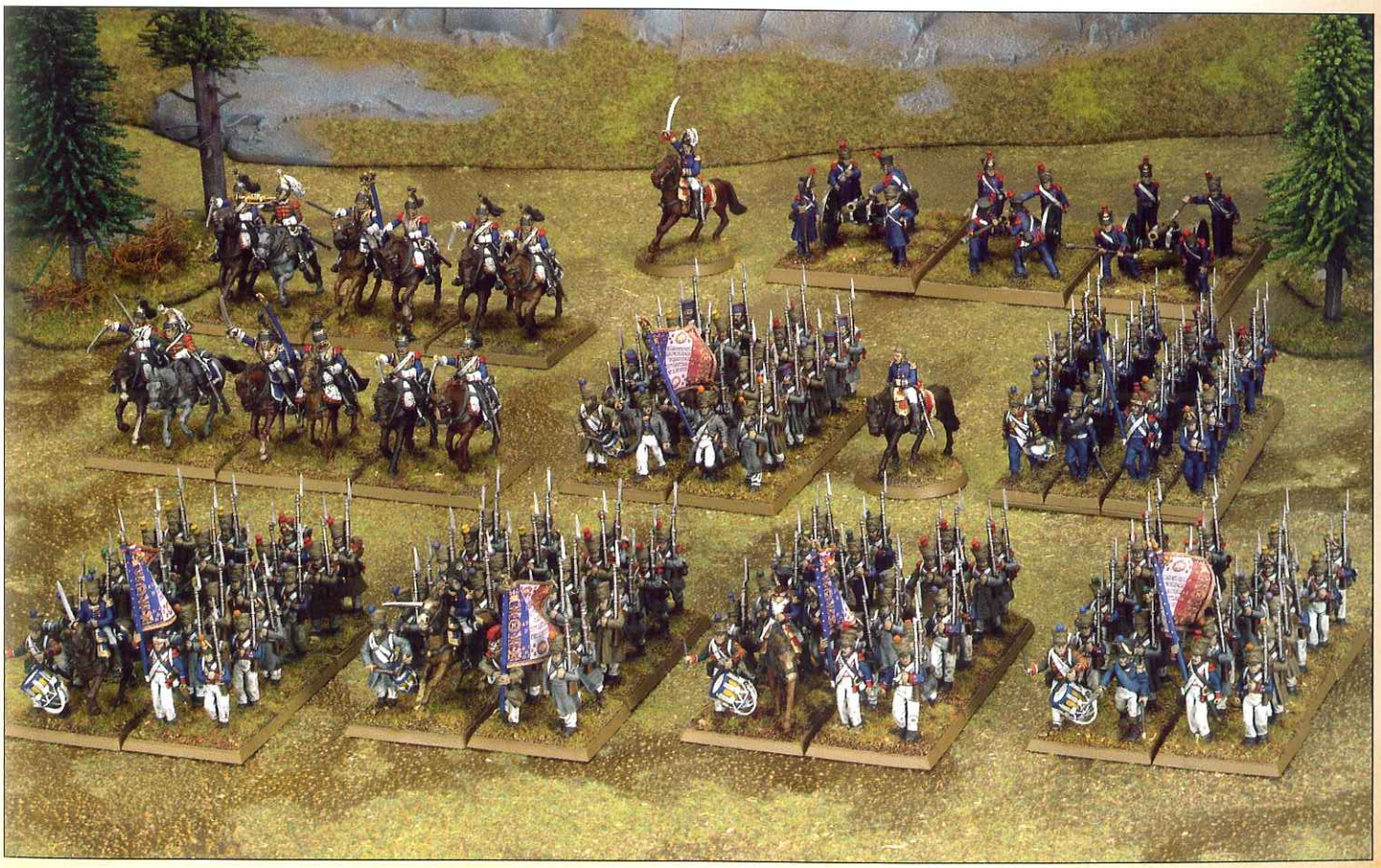
This section focuses on the miniatures and scenery that make the Napoleonic wargaming hobby such a visual feast. Here you will find examples in miniature of the various nations and troop types featured in the game. We provide some useful tips for collecting and assembling, step-by-step painting guides for the most common troops, and look at some lavish examples of beautifully painted miniatures from the collections of some veteran hobbyists. Finally, we provide a showcase of beautiful terrain, along with some tips on how to make your own.

WHICH ARMY?

If you're new to Napoleonic wargaming, the first question you'll probably ask yourself is 'Which army should I collect?' (or even 'Which army should I collect first?'). For some, this decision is a simple one – they were probably inspired to start in the hobby by characters and scenes from favourite books, films or accounts of historical battles, and therefore they will often want to choose an army to recreate these events. Many players simply buy the figures that they most like the look of and start there, which is a great way to ensure that you won't get tired of painting the models en masse! Some players like to see a few games in action before deciding – if you prefer the gaming aspect of the hobby to the painting aspect, then it may be more important to you how the army plays rather than how it looks. There are many schools of thought on collecting an army – hopefully the three approaches outlined above can at least provide you with a starting point.

Some miniatures from the author's own collection, including part of the 32nd (Cornwall) Line Infantry Battalion and two stands of the 95th Rifles.

Opposite: Chris Peach's Peninsular War British army (top) is an infantry-heavy force, with each model based individually. Note his converted Spanish allies. Duncan Rhodes' French army (bottom) is a more balanced force. His infantry is based in fours to match his regular opponents' armies, so he can use them in a variety of game systems.



ASSEMBLING MINIATURES

Safety First: This section covers a range of tips and tricks for assembling your models, most of which require the use of tools such as knives, drills, files and clippers.

Remember to take care when handling sharp tools, and always read the safety instructions that are supplied.

Whether or not you're a keen miniatures painter, you'll still need a force of models to play a game of Waterloo. This section looks at the basics of assembling your miniatures ready for the tabletop.

Napoleonic miniatures are made from either metal or plastic – the former are the most common, and most troop types, officers and display pieces can be purchased in metal. Plastic miniatures are becoming increasingly popular – they offer a cost-effective way of building the core of an army quickly, and more and more infantry, cavalry and even artillery models are being produced as plastic boxed sets.

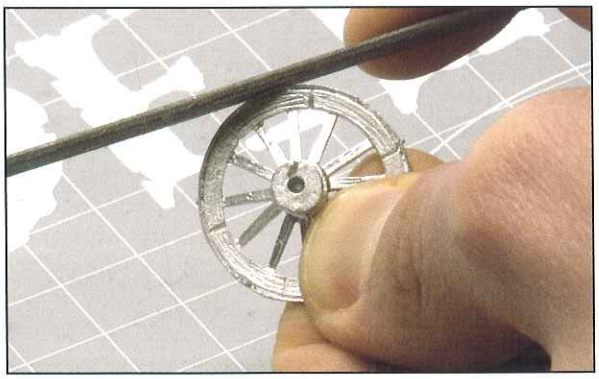
METAL MINIATURES

Metal models come in a variety of shapes and sizes, and the number of components also varies depending on the kit. As a general rule, infantry models and officers on foot come as single piece castings, cavalry models come in two parts – horse and rider – whilst artillery pieces can be cast in more sections.

The first step with all metal miniatures is to remove any stray metal vents or casting marks (sometimes called 'flash') with a modelling knife or pair of clippers. The resultant scars or blemishes can then be filed smooth.

If a model comes in several parts, then after cleaning them up test them for fit – just push the components together gently to see if they sit flush with one another. If they don't, use your files to remove any blemishes that might be preventing the components from fitting. In some cases you may need to very gently bend components into place – white metal castings are fairly soft, so you can just do this with your fingers. Once you're happy with the fit, use superglue to stick the bits together. In some rare cases, you might find that there are still unsightly gaps between the joins of metal components – see the box out on Filling Gaps later.

This cannon and crew from Perry Miniatures is supplied in several parts.



After removing any unsightly flash left over from the moulding process, use a modelling file to gently smooth out the remaining scars.

THINGS YOU'LL NEED

There are a few essential tools and accessories you will need to be able to assemble your army. You can pick up these items from a variety of sources – the versions illustrated here are produced by Games Workshop, and are available in handy sets. You might find a use for more specialist kit eventually, such as modelling saws and clamps, or even a powered rotary tool – to start with, however, you'll need these basics:

Plastic Cutters: Sometimes called 'side cutters' or 'hobby clippers', these are primarily used to snip plastic components from their frames. They're also good for cutting smaller bits of 'flashing' from metal models – although don't put them to work on thick pieces of metal, as you'll damage the blades.

Hobby Knife: A sharp, retractable knife is essential for scraping mould lines from plastic and metal miniatures, and for cutting printed flags from their sheets. You'll also find it invaluable if you're planning on building your own terrain.

Needle Files: These narrow files come in a variety of shapes, and are specially designed for filing away mould lines from metal miniatures.

Pictured is a selection of Citadel hobby supplies: Plastic Glue, Superglue, Plastic Cutters and Files. You can find all of the hobby products mentioned in this section at:

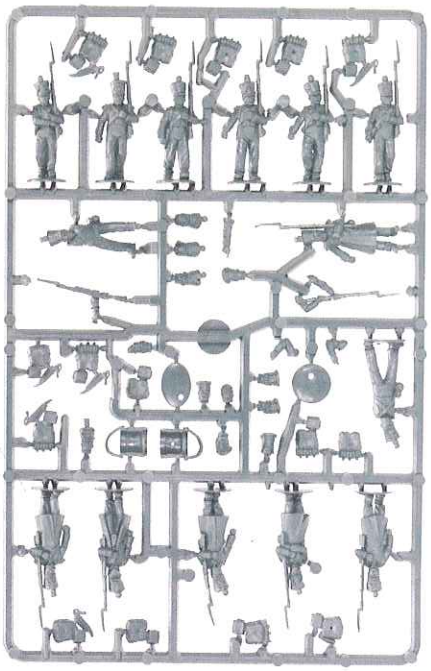
www.games-workshop.com

Glue: Plastic miniatures are best stuck together with polystyrene cement, or 'plastic glue', which bonds the surfaces together. For metal miniatures, use good old-fashioned superglue to stick them together. You'll also find white PVA glue useful for adding textured materials to the models' bases later.

PLASTIC MINIATURES

Plastic models usually consist of more components than their metal counterparts – this makes them more time-consuming to assemble, but allows for a much greater variety of poses and personalisation within a unit.

Clip all of the components that you want to use from the plastic frame or 'sprue' with your plastic cutters. It's a good idea to just clip off the components for one base's worth of models at a time, so you don't get the parts muddled up. Clean all the mould lines from the models by carefully 'back scraping' them with the edge of the blade of your hobby knife. Once you've got rid of all the blemishes, simply stick the models together with plastic glue.

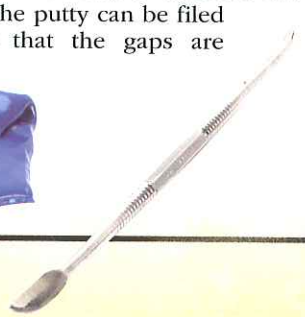


Right: Plastic models are usually supplied on a large frame, called a 'sprue', such as this one from Perry Miniatures.

Above: This Perry French Infantryman has been assembled and is now awaiting its base.

FILLING GAPS

The smaller gaps and joins will tend to disappear under a coat of paint. On occasion, however, you will encounter larger gaps that will need to be filled before painting. There are many types of modelling putty available especially for this purpose, the most common being the two-part epoxy putty called 'Green Stuff' (so called because it comes as blue and yellow strips that turn green when kneaded together). Simply roll out a tiny piece of mixed-up putty and push it into the gap you wish to fill. Then use the back of your hobby knife blade, or a special sculpting tool like the one shown below, to smoothe out the putty. Once dry, the putty can be filed flat if necessary so that the gaps are completely seamless.



BASING MINIATURES

All models need basing in one way or another. A game of *Waterloo* somewhat relies on models being 'multi-based' – that is, having several models attached to one large base for ease of movement around the gaming table.

Most models come supplied with a base, but these aren't always practical for the game as they may be single bases, or bases of a size that don't match the rest of your army. Choosing the base size for your force is really important, as a coherent base size and style of finish will really add to the look of the whole army. Consult the base chart on page 10 for the minimum and maximum sizes of base required for a game.

If your models come with the right-sized base, then all you have to do is glue the miniatures to it. If not, you'll need to cut your own multi-bases to the correct size, using plastic card (available from model shops) or mount board (available from art shops). Some players prefer to base their models individually on small square bases, and affix these temporarily to the multi-base using an adhesive putty such as Blu-Tac.

Hobbyist Chris Peach has based his models on 20mm square 'slotta-bases'. He then uses Games Workshop's Modular Movement Trays to make a 60mm x 40mm multi-base. These come complete with a raised lip for a tidy finish.

Matt Hutson's French Line Infantry are based on a 60mm x 40mm plastic multi-base. This was also cut from a Games Workshop Modular Movement Tray, but without the raised edges.

PAINTING MINIATURES

Every gamer aspires to own an army of beautifully painted models, and it is perhaps the incredible uniforms and pageantry of the Napoleonic era that make this period of wargaming such a visual feast. This section looks at how to get the most from your miniatures.

Napoleonic miniatures offer perhaps the greatest challenges for the wargaming army painter, and also the greatest rewards. It was in the Napoleonic period that military uniforms really flourished, with a massive amount of variety and detail. The cut and colour of uniforms were, as always, used to identify regiments from afar, but they were also embellished with a remarkable amount of detail – such as facings, laces and buttons – that were designed to denote ranks, divisions or other intricacies. The serious miniatures painter will undoubtedly start by acquiring a book on Napoleonic uniforms, to make sure that the details are 'all present and correct'. However, you will certainly find enough information and reference images in this section to get you started.

PAINTING ARMIES

When people learn how to paint miniatures, it is usually by practising on one model at a time. However, painting large armies is a slightly different skill, and thus requires a slightly different approach. Players trying to amass an army quickly often work in batches, painting a number of models at a time. An assembly line process can be very efficient – apply the same colour to the same area on a whole series of models, before moving on to the next stage. By the time you reach the final model in the batch, the first should be dry and ready for the next coat of paint. Such a quick approach doesn't always make for the best-looking army when viewed up close (unless you're a very neat and well-practised painter), but the effect of a tidy, fully painted army will certainly look impressive from a distance. Finally, many painters like to 'reward' themselves for their hard work on batch-painting by saving heroic officer models and display pieces as a treat to paint between large units – and of course, such individual attention is only fitting for the prized models in your collection.

The art of miniatures painting is a hobby in itself, and this book could not hope to contain enough information to teach you how to paint from scratch. There are many tutorials and guides available in the shops and online to get you started, and the following step-by-step guides will help you with the specifics of Napoleonic miniatures painting.

A well-organised paint station, with good natural light and all your equipment close to hand, is a great aid to miniatures painting.

PAINTING ESSENTIALS

The first thing you'll need before you start painting is, naturally, paints and brushes. Quality sable-hair brushes, ranging from around size 000 to size 4 are ideal. Games Workshop's Citadel brushes are designed with the miniatures painter in mind, and the brushes are easily identifiable for the job, being labelled 'Fine Detail Brush', 'Basecoat Brush', and so on.

The ideal paints to use for miniatures are specially formulated acrylics, which have almost completely replaced the old enamels and oils that used to be used for wargaming miniatures. Acrylic paints are water soluble and easy to mix, as well as being quick to dry. The 'how to' guides in this book use the Citadel paint range.

Citadel Spray Paint *Citadel Foundation* *Citadel Washes* *Citadel Colour*

Citadel's range of paints is broken down into several formulations – Citadel spray paints are designed to undercoat batches of models, providing an ideal primed surface on which to paint; the Foundation range is designed for basecoats, and provides excellent coverage in a single coat; Citadel Washes are watery, translucent pigments that run into all the nooks and crevices of a model to provide realistic shading effects at a stroke. Finally, Citadel Colour is the standard range, providing a comprehensive palette of colours including metallics.

Painting Guides

ESSENTIAL TECHNIQUES

Whilst we recommend finding a book on miniatures painting or getting one-on-one advice from an experienced hobbyist, newcomers might need grounding in the basic terminology of painting. Here's a glossary of the most common terms that are often used in the hobby – though it is only the tip of the iceberg!

Basecoat: *A flat, even coat of paint, which is the first 'block colour' or 'base colour' that is applied to a given area of a model. This should be applied neatly and evenly, as it provides a 'base' for the other techniques.*

Blending: *The art of building smooth gradations of paint from light to dark, simulating subtle light and shadow. Usually achieved by mixing slightly lighter tones and applying them to an area in thin coats – the translucent quality of each successive coat means that you have to build highlights gradually, increasing both the lightness and intensity as you go – one for more experienced painters.*

Drybrushing: *A simple highlighting technique, particularly good for heavily textured areas such as fur, metal and textured bases. Use an old brush, or a special drybrush, for this technique. Load your brush with paint – don't water it down. Wipe off nearly all the paint onto a tissue before stroking the brush across the model, creating a highlight. It takes time to transfer the pigment, so have patience and build up the highlights with several applications for the best results.*

Edging: *A technique used to create a sharp, extreme highlight. Usually reserved for the very sharpest edges of a model, it involves taking your lightest highlight colour and painting it very carefully in a fine, steady line onto the sharp edge.*

Highlighting: *A general term for applying a lighter colour to the raised areas and edges of a model. Blending, layering, edging, dry-brushing and over-brushing are all highlighting techniques.*

Glaze: *A little-used techniques, which is great for smoothing out chalky highlights and intensifying colours. Simply water down paint or ink of the same colour as your basecoat, so that you can barely see the pigment. Wash this over the area you wish to enrich. Let it dry, then repeat until you're happy with the result.*

Layering: *A less subtle highlight than blending. Simply mix a lighter tone, and apply a flat, even layer to the area you wish to highlight, so that the previous layer is still visible in the recesses. You can build up layers, leaving a little of the previous layer visible each time.*

Over-brushing: *Get some paint onto your brush, wipe most of it off onto your palette, and then gently drag the brush over the top surface of the base colour so that the paint only sticks to the raised areas. Essentially this is a heavier (and wetter!) version of drybrushing.*

Shading: *The opposite of highlighting. Techniques that seek to emulate shadows in the recesses of models are shading techniques. At its most basic, shading involves adding a darker colour to your basecoat colour, and painting it carefully into the deepest recesses.*

Undercoat (or Primer): *It is absolutely essential to prime your models before painting them, as this protects them from wear and tear and stops your fine paint job from rubbing off. Models are usually undercoated in white, grey or black, and this is often achieved with spray paint.*

Wash: *A shading technique that involves flooding a small area of a model with ink, thinned paint or specially formulated miniatures wash. The pigment finds its way naturally into the recesses of the model, and dries to form natural-looking shading.*

The following step-by-step painting guides have been put together by veteran hobbyist, sculptor and miniatures painter Mark Bedford. Mark has gone for a neat, production-line technique that is perfect for painting batches of models in one session.

Stage 1: *The model is undercoated grey. Mark used Adeptus Battle Grey from the Citadel Foundation range, applied with an airbrush. However, it is possible to buy grey primer in a can from independent hobby stores.*

Grey provides a great base for British infantrymen, and really speeds up the rest of the paint job.

Stage 2: *Mark blocked in the base colours of the infantryman, focussing on neatness. The shako, boots, ammo box, pack and bayonet were all painted Chaos Black. The jacket was basecoated Mechrite Red. The haversack was painted Desert Yellow. The canteen was based in Shadow Grey with Vermin Brown straps. The metal parts were painted Boltgun Metal while the musket itself was painted Scorched Brown. The face and hands were painted Tallarn Flesh, the hair Khemri Brown, and finally the facing colours were painted Regal Blue. Everything else was left in its original grey.*

Stage 3: *This is the best bit – take a large brush and dip it into a pot of Devlan Brown Wash. Paint this inky liquid liberally over the entire model – when it dries, you'll have a shaded model with the minimum of effort!*

Stage 4: *Finally, Mark applied a layered highlight to each area of the model. The jacket was layered with a mix of Blood Red and Mechrite Red. The hair and musket both had a bit of Bronzed Flesh mixed into their base colours and applied as a highlight. The canteen was layered with Shadow Grey again, and the strap with Vermin Brown. The haversack received a highlight of Bleached Bone. The trousers and blanket were layered with Codex Grey. The flesh was highlighted with a mix of Dwarf Flesh and Elf Flesh. The metal components were painted with Boltgun Metal once more. Finally, the straps and lace were layered with Skull White.*

BRITISH RIFLEMAN

Stage 1: *Unlike the other miniatures featured in these step-by-step guides, the Rifleman wears a very dark uniform, with few contrasting colours. Because of the dark finish required, Mark used an undercoat of Chaos Black spray.*

Stage 2: *The base colours were blocked in as follows. The green uniform was painted Orkhide Shade. The cuffs, collar, pouches and black straps were painted Chaos Black. The blanket and cuff details are Codex grey. The skin received a coat of Tallarn Flesh, while the hair and rifle were painted Calthan Brown. The powder horn and bag were painted Desert Yellow, while the remaining straps were painted Scorched Brown. The canteen was basecoated Shadow Grey, and the metal areas were painted either Boltgun Metal or Shining Gold.*

Stage 3: *As before, Mark took a large brush and shaded the whole model with a generous wash of Devlan Mud.*

Stage 4: *Most of the areas of the model were highlighted simply by resetting the base colours. Addditional highlights were then applied to some areas. The face received a highlight mixed from equal parts Elf Flesh and Dwarf Flesh. The light-coloured puch and powder horn were layered with Bleached Bone. The uniform piping detail was picked out with Skull White. Finally, the uniform itself received edging highlights to the most prominent creases, mixed from equal parts Orkhide Shade and Knarloc Green.*

FRENCH LINE INFANTRY

FRENCH FUSILIER

Stage 1: *Just like the British soldier earlier, Mark has used a grey primer. This time, however, it has been used as a strong base colour for the white areas on the Frenchman. A white undercoat would not provide the level of shading required for the darker areas of the model, while a black undercoat would make painting the white parts more time-consuming.*

Stage 2: *Mark began with some neat basecoats: Tallarn Flesh for the skin, Regal Blue for the jacket, Desert Yellow for the flask, Ice Blue for the pom-pom, Mechrite Red for the facing colours and Calthan Brown for the brown parts of the backpack. The black areas were painted Chaos Black. The musket was painted Scorched Brown and Boltgun Metal, and the buttons Shining Gold.*

Stage 3: *The entire model was shaded with a liberal application of Devlan Mud wash.*

Stage 4: *Now for the layered highlights. Dwarf Flesh for the skin, Regal Blue for the jacket, Bleached Bone for the flask, Ice Blue for the pom-pom, Blood Red for the facings, and Calthan Brown for the backpack. All of the white areas were carefully layered with Skull White. The metal parts of the musket were highlighted with Chainmail. Finally, Mark stippled Scorched Brown onto the trousers to represent mud.*

FRENCH GRENADIER IN GREATCOAT

Stage 1: *As before, Mark used a grey primer applied with an airbrush.*

Stage 2: *The base colours this time were exactly the same as for the French Fusilier earlier, except that the jacket and facings are not visible – instead, the greatcoat receives a basecoat of Khemri Brown. Also note that the pom-pom is red, and was basecoated with Mechrite Red.*

Stage 3: *The entire model was washed with Devlan Mud.*

Stage 4: *Again, all of the parts on this model that correspond to parts of the standard Fusilier from earlier are highlighted in the same way.*

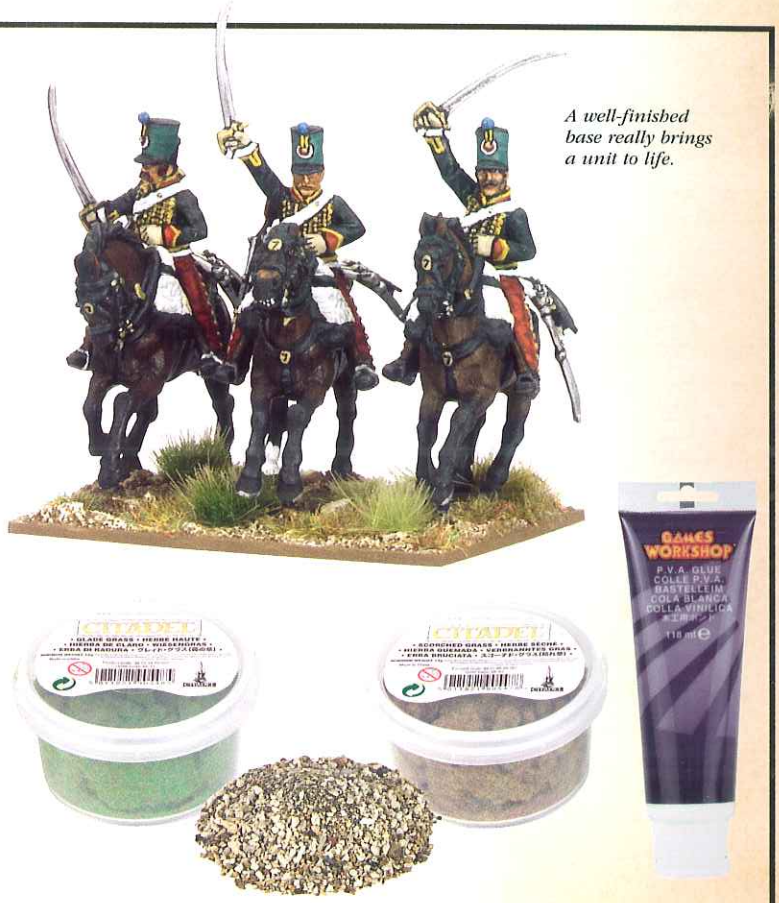
The greatcoat is highlighted with Khemri Brown, leaving the shaded parts visible in the recesses.

FINISHING YOUR BASES

You can improve the finished look of your models no end by adding a textured material to the base, which you can paint later. To do this, use an old brush to smear a thin layer of PVA glue onto the top surface of the base, carefully avoiding the models' feet. While the glue is still wet, dip the whole base into a pot of modelling sand (course, dry builder's sand works well, too). Tap off the excess back into the pot and leave the glue to dry.

Once the sand is dry, paint it an appropriate colour, such as dark brown, with thinned-down paint. The paint needs to flow into the sand and between the grains – this will help to seal the surface so loose sand won't fall off later. Let this coat dry thoroughly before continuing. Next, over-brush the area with a lighter brown colour (over-brushing is a technique where you get some paint onto your brush, wipe most of it off onto your palette, and then gently drag the brush over top surface of the base so that the paint only sticks to the raised areas). This will create a highlight. You can then drybrush the sand to create a further highlight if you wish, using a cream or bone colour. Drybrushing is just like over-brushing, except that you wipe off nearly all the paint with a tissue before stroking the brush across the sand, creating a much lighter highlight.

Some painters like to embellish their bases even further, by adding flock (green-coloured sawdust) or static grass (both available from Games Workshop) to the top surface of the base after painting it. Add these scenic items in small clumps with spots of PVA glue for a realistic effect.



A well-finished base really brings a unit to life.

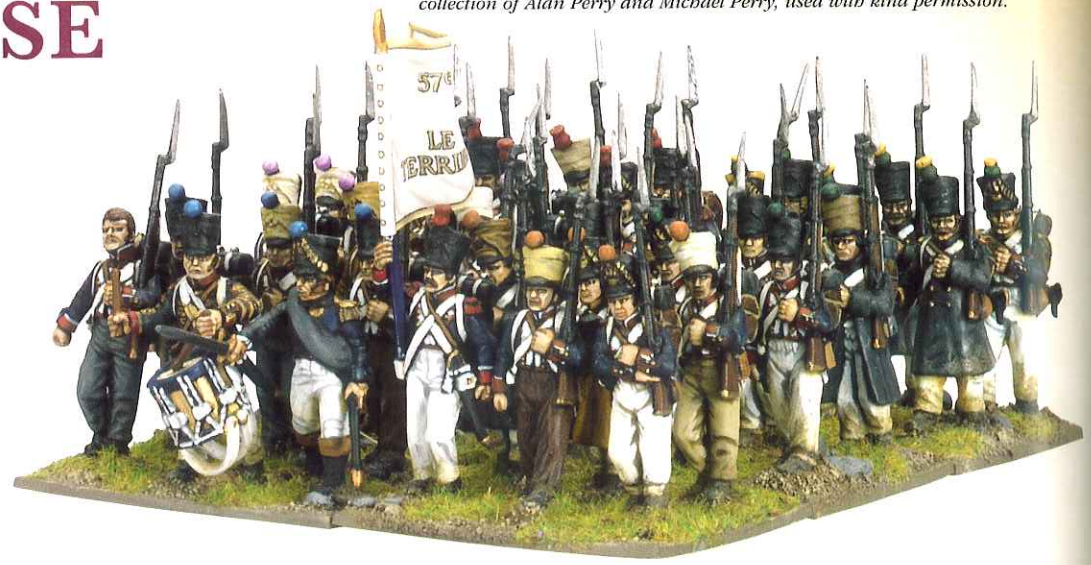
A selection of modelling sand, PVA glue and static grass (in varying shades) can be purchased from Games Workshop and other good model shops.

SHOWCASE

FRANCE

Except where stated, all of the miniatures in this showcase are from the collection of Alan Perry and Michael Perry, used with kind permission.

Part of a Voltigeurs company.



57eme regiment de ligne, 2nd Battalion.

A line battalion representing the French 1er Bataillon, 1er Regiment d'Infantrie d'Ligne at Quatre Bras and/or Waterloo, 1815. From the collection of Scott Merrifield.

Lieutenant-General Prince Jerome Bonaparte, and two of his aides-de-camp, Marechal de Camp Wolf and Capitaine Bourdon de Vatry. From the collection of Scott Merrifield.

French foot artillery with 12lb cannon.

French foot artillery loading a 6lb cannon.

French skirmishers on single bases.

Old Guard Chasseurs, the most feared crack troops in Napoleon's army.

Old Guard Chasseurs command company.

Detail of Old Guard Chasseurs company.

French 7th Hussars.

An officer of the French 9th Hussars, circa 1811, from the collection of Scott Merrifield.

French Général de Division.

French Line Dragoons.

Command stands for the French 2eme Regiment de Carabinier, circa 1812. From the collection of Scott Merrifield.

GREAT BRITAIN

The 69th Line Battalion.

The famous green-jacketed Riflemen of the 95th.

Command company of the 69th Line.

A Colonel of the Highlanders.

Part of a Light Company.

Detail shot of a British line battalion centre company.

The famous 42nd 'Black Watch', elite Scottish Highlanders.

Command company of the 42nd.

Centre company of the 42nd.

Light (or flank) company of the 42nd.

British artillery – Royal Horse Artillery (RHA) on the left, and Hanovarian Foot Artillery (RFA) on the right.

The 'Scots Greys' Dragoons.

Bugler of the Scots Greys.

Scots Grey Trooper.

Colonel Hamilton of the Scots Greys.

Detail shot of a Scots Greys company.

Royal Lifeguards household cavalry.

Lifeguards captain and bugler.

COALITION ALLIES

Dutch Line Infantry.

Brunswick Light Infantry.

Nassau Light Infantry.

Brunswick Officer.

Belgian Light Dragoons.

Dutch Heavy Dragoon.

PRUSSIA

Prussian 'Musketeer' Line Battalion.

Musketeer command company.

Prussian Ublan cavalry.

Prussian Fusiliers skirmishing.

Ublan cavalry command.

Diorama Showcase

hilst the most practical form of painting involves producing armies and single figures for mes, many painters like to create dioramas – detailed scenes using miniatures to tell a ory. Scott Merrifiled kindly provided two of his best Napoleonic dioramas for us; these are eat examples of the miniatures painting art.

EPORTING TO GENERAL NEY

ne 1815. The evening before the Battle of Quatre Bras, ench Guard Cavalry probing the Quatre Bras crossroads shed with Dutch-Belgian (Nassau) troops. The next rning, as the left wing of the French Army marches wards Quatre Bras, guard officers report to Marshal Ney positions of those Dutch-Belgian units.

CHARGE OF THE BRUNSWICK HUSSARS

Brunswick Black Hussars charge French Skirmishers at the Battle of Quatre Bras, June 1815.

Dream Battlefields

For most gamers, owning a 'standard' sized gaming table (about 6' x 4' or a bit larger) is perfectly adquate – once it's populated by some trees, hills and maybe a few roads and buildings, it serves as a multi-purpose set-up for most battles. However, some hobbyists like to go the extra mile, and the pictures that follow show just what you can achieve with space and time at your disposal!

This set-up is from the home of Alan Perry, of Games Workshop and Perry Miniatures fame. In his converted garage he has shelves and drawers full of painted armies, as well as antique uniforms and artefacts from the Napoleonic Wars to inspire an evening's gaming. The large, custom-built table in the centre of the room can accomodate a 12' x 8' modular gaming board (some examples of the endless variety of configurations are shown here, although at a more modest 10' x 6'!), which can be adorned by any number of Alan's scenery pieces – including some great 18th century European buildings. This room has everything you need to set up and play straight away – it even includes a refrigerator for refreshments!

Famous Officers

Arthur Wellesley, 1st Duke of Wellington.

Field Marshal Henry William Paget, 1st Marquess of Anglesey, Earl of Uxbridge, from the author's collection.

Lieutenant-General Sir Thomas Picton.

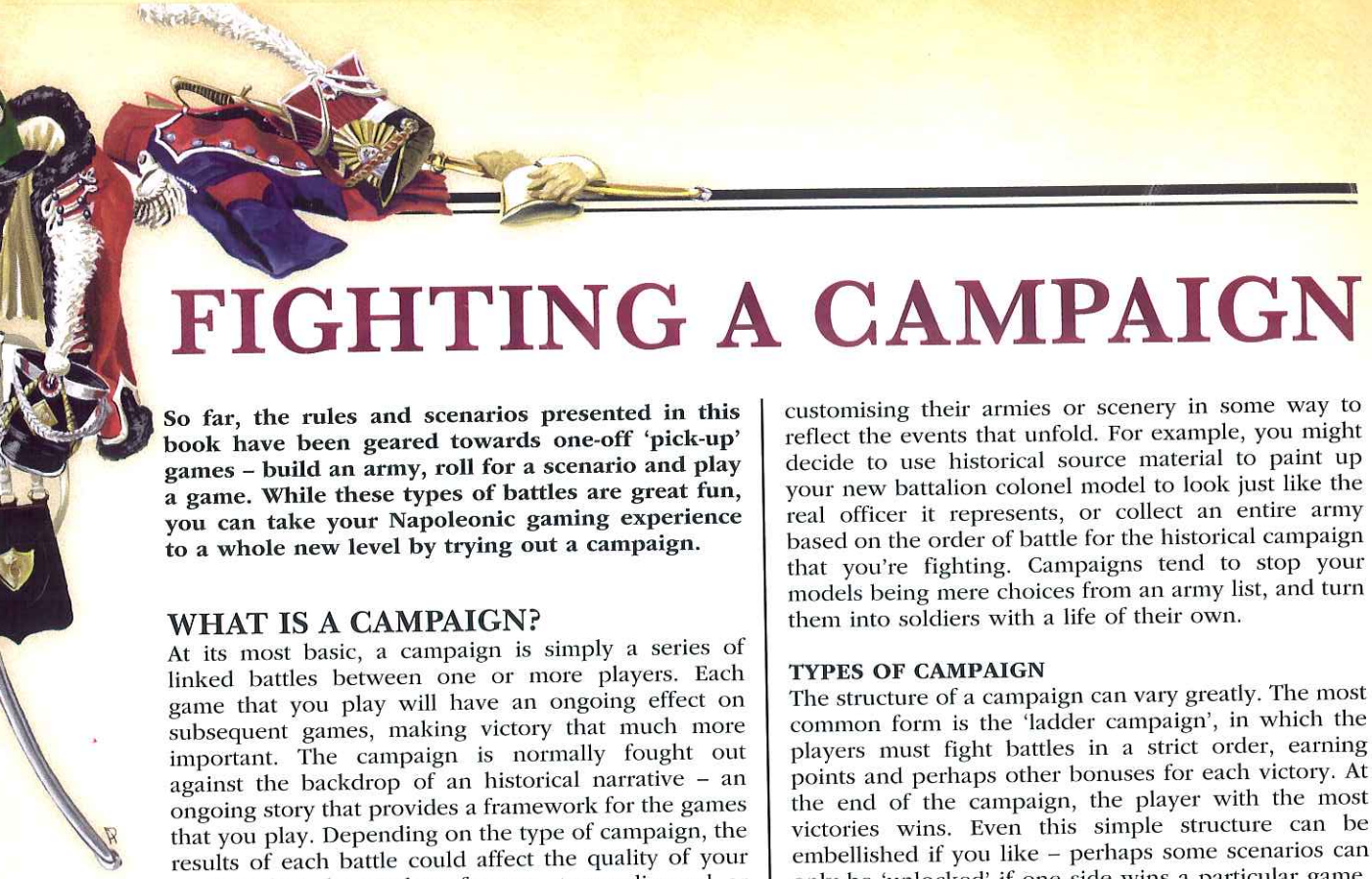
William, Prince of Orange.

Napoleon and his command staff prior to the Battle of Waterloo (this diorama includes Napoleon, Ney, Soult, Drouot, Colonel Gourgaud and a Hussar officer acting as ADC).

NAPOLEONIC CAMPAIGNS

"At the outset of a campaign you have to consider carefully whether you should move forwards or not, but once the offensive has been launched, it must be followed through to its furthest limit."

- Napoleon



FIGHTING A CAMPAIGN

So far, the rules and scenarios presented in this book have been geared towards one-off 'pick-up' games – build an army, roll for a scenario and play a game. While these types of battles are great fun, you can take your Napoleonic gaming experience to a whole new level by trying out a campaign.

WHAT IS A CAMPAIGN?

At its most basic, a campaign is simply a series of linked battles between one or more players. Each game that you play will have an ongoing effect on subsequent games, making victory that much more important. The campaign is normally fought out against the backdrop of an historical narrative – an ongoing story that provides a framework for the games that you play. Depending on the type of campaign, the results of each battle could affect the quality of your commanders, the number of troops at your disposal, or even grant experience to your soldiers making them more effective in battle.

Campaigns help to create a real sense of history and narrative for your games, and many hobbyists end up customising their armies or scenery in some way to reflect the events that unfold. For example, you might decide to use historical source material to paint up your new battalion colonel model to look just like the real officer it represents, or collect an entire army based on the order of battle for the historical campaign that you're fighting. Campaigns tend to stop your models being mere choices from an army list, and turn them into soldiers with a life of their own.

TYPES OF CAMPAIGN

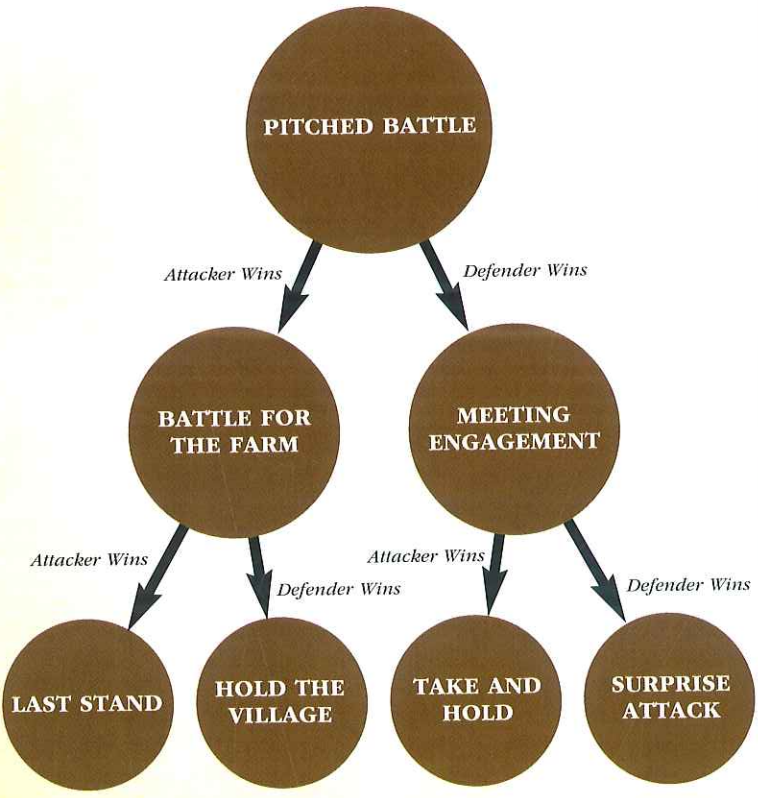
The structure of a campaign can vary greatly. The most common form is the 'ladder campaign', in which the players must fight battles in a strict order, earning points and perhaps other bonuses for each victory. At the end of the campaign, the player with the most victories wins. Even this simple structure can be embellished if you like – perhaps some scenarios can only be 'unlocked' if one side wins a particular game, or perhaps the overall winner is determined by winning the climactic battle, just as in a real war.

Similar to the ladder campaign is the 'tree campaign'. Here, battles are organised by a pre-drawn flow diagram, like the one pictured (left). Each time a battle is fought, the diagram will tell you which scenario to play next by following the correct path. The more complex the diagram, the longer the campaign will run for.

Map campaigns are a little more abstract. Between each game, players take it in turns to declare their attacks on a particular area of a map, with the ultimate goal being to control more areas than your opponents. Each player begins with a 'home' territory under their control. You claim territories by defeating the defending army. If the territory contains a fort you would play a siege game, otherwise you would roll randomly to determine the scenario as usual. The map could be a small area of a single country, broken up into smaller territories, or it could be an entire map of Europe, with each nation forming a territory to be claimed. Inventive players often assign special rules to certain territories, representing the relative ease or difficulty of capturing them.

Finally, you may like to try a narrative campaign. These types of campaign work best if there is an impartial player – called a referee or games master – adjudicating over the games. The campaign usually starts with a historical event, but the battles fought between players can quickly change the path of history into a 'what if?' scenario. The games master's role is to come up with the next part of the story, appropriate special rules for battles, and to organise special events such as multi-player games at key points in the campaign. These types of campaign can involve a lot of research and work on the part of the games master, but the results can be incredibly rewarding.

SAMPLE TREE CAMPAIGN



COMMON CAMPAIGN RULES

Over the next few pages, you will find some rules designed to be incorporated into your own campaigns. You can either use the rules as presented, or adapt them to fit your own style of play and campaign needs. The only limit is your imagination!

ARMY CONTINUITY

One of the things that really sets a campaign apart from a series of one-off games, or even a league or tournament, is the idea that you field the same army – or part of it – in every battle. You simply create an army list at the start of the campaign (or write out an historical order of battle if creating an accurate reconstruction of a real-life campaign). If you want to keep things simple, then just use this army from game-to-game, or adapt it as the scenarios dictate. If you have a games master, then he may impose restrictions on the army composition depending on the battle. Sometimes you will have more than one force for a campaign, and you use one army for some of the games, and an allied army for other games.

However, what happens if a unit is severely reduced in numbers, or a key officer is removed as a casualty during the game? And what about units that perform above and beyond your expectations? Surely such heroic efforts deserve recognition? To answer such questions, why not use a simple system of awarding 'experience points' to units, which will ultimately allow them to develop and improve during the campaign? On the other hand, a system of resolving the effects of severe losses on your army should also be addressed. After each game, try using the following rules:

UNIT REPLENISHMENT

Just because a unit is removed from play during a battle does not mean that the entire battalion or squadron is lost. Casualties in the game represent not just fatalities, but also wounds, desertion and men who are simply incapacitated temporarily. Battalions could be 'patched up' by rounding up men who fled the battle, drafting in extra men from reserve companies, and even pressing new recruits into action if the locale allows for it.

To represent this, roll a D6 for every company stand that was lost during the previous battle. On the score of a 1 or 2, the company is lost for the rest of the campaign. On a 3 or more it returns to action in its next battle as usual. If the company is the last one remaining in the unit, you may re-roll the dice if the result is not favourable. Remember that the Command company is always the last to be removed. You may only roll for replenishment immediately after a battle – if a company is lost, you can't roll for it again after subsequent games. This is a bit of an abstraction, the intent being that battalions, squadrons and batteries actually do slowly dwindle in number during a campaign, rather than magically replenish later.

Optional rule: In a map-based campaign, depending on your territories it may be far easier to replenish troops. In such a campaign, you may add +1 to the replenishment roll if the battle was fought in a territory under your control.

OFFICER INJURIES

Independent officers are treated slightly differently from other units. It isn't often that they are removed from a battle as a casualty, but it can happen, and in a campaign this has potentially devastating consequences – especially if the officer happens to be your general!

To determine the severity of injuries to officers who were removed from play during the game, roll a D6 for them at the end of the battle. On the score of a 1 or 2 you must roll on the Officer Injury table, below, and apply the result. On the score of a 3+, however, they soldier on and return for their next game.

OFFICER INJURY TABLE

D6	Effect
1	The officer dies of his injuries or is sent home wounded – he plays no further part in the campaign.
2-3	The officer is seriously wounded, but should make a full recovery in time. He must miss his next battle in this campaign, but will return in subsequent battles.
4-5	The officer is wounded, but vows to fight on. He appears in subsequent battles as usual, but is at -1 to his store of Strategy points from now on. If he has rolled this result in a previous battle, then treat it as a 2-3 result instead.
6	The officer shows an incredible tenacity to recover from his wounds. In future games, both he and any unit he joins are subject to the rules for Hatred against the nation that caused him to be removed from play. If he already Hates that enemy, then treat this as a normal full recovery instead.

EXPERIENCE

All units (except officers) gain experience points for surviving a battle and achieving key objectives, which can bestow advantages on them later in the campaign. Experience is calculated at the very end of a battle, after working out who has won, and is earned in the following ways:

EXPERIENCE TABLE

Exp Points	Action
4	Unit holds a Key Objective*
3	Unit holds a normal objective
3	Unit captured an enemy colour
2	Unit wiped out one or more enemy units in melee
1	Unit wiped out one or more enemy units by shooting
1	Unit survived the battle at half strength or greater

*Key Objectives are described later.

Experience points should be recorded on your army roster sheet in a 'store' next to each unit. The more experience points a unit has, the more bonuses it receives (see the chart below). The bonuses stack, so each time a unit reaches the requisite number of experience points, you immediately apply the bonus from that point onwards in the campaign.

EXPERIENCE POINTS BONUS

Exp	Bonus
5	May re-roll one company's Replenishment dice at the end of each battle from now on.
10	+1 Fighting Skill
15	+1 Attack
20	May re-roll one failed Command check per game from now on.
25	Once per game, one company in the unit may re-roll all of its dice when rolling to wound in the Shooting phase. If the unit is artillery, one gun model may instead ignore the first Misfire result in each battle in the campaign from now on.

KEY OBJECTIVES

Some special scenarios feature battlefield objectives that are far more important than others – these are called Key Objectives. The standard scenarios do not feature Key Objectives – they are really designed for scenarios of your own devising, although when there is an even number of objectives on the tabletop, you may wish to pick out the most prominent one as a Key Objective to act as a tie-breaker. Key Objectives work in exactly the same way as normal ones, but count as two objectives held at the end of the battle.

WINNING AND LOSING

The criteria for winning a campaign really depends on the type of campaign you're playing. The simplest method is to count up the number of individual scenarios that each player has won over the course of the whole campaign, and use the results as the final score. Some campaigns have the result resting entirely on the final scenario, with all the battles leading up to that point having an effect on the climax. Map-based campaigns are a bit different, as they usually rely on the number of 'territories' controlled by each player to determine the victor.

DESIGNING YOUR OWN SCENARIOS

Just because this rulebook contains a number of 'standard scenarios' and a 'siege scenario' doesn't mean that you can't come up with some of your own. It can be great fun to get together with a regular opponent and create special deployments, table set-ups, victory conditions and so on, or simply to tweak existing set-ups so that they better represent a particular historical battle. You can even experiment with multiple battles, with three or four armies all vying for position at once! Writing new scenarios is one of the key elements of any campaign, as it adds a personal touch to proceedings, and naturally gets the players more engaged with each battle.

When writing your own scenarios, the simplest ideas are often the best – one or two changes to an existing scenario may be all you need for a great game. The hardest part is working out the victory conditions to ensure both sides have an equal chance of winning. It's fine if one side is outnumbered three to one, so long as the objective is achievable.

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he 28th Regiment at
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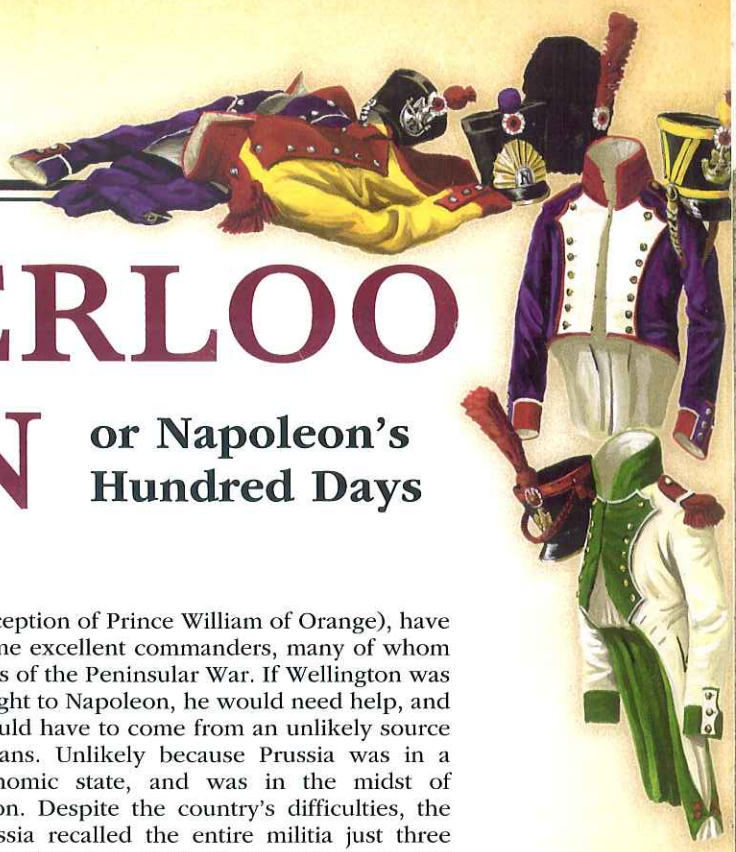


THE WATERLOO CAMPAIGN

or Napoleon's Hundred Days

> "Never was a battle so confusedly described as that of Waterloo."
>
> *- General Henri Jomini*

HISTORICAL INFORMATION

Following his defeat at the hands of the Coalition in 1814, Napoleon spent 10 months in exile on the island of Elba. Though he held the title of Emperor of Elba, it was ignominious for a man who had once commanded an empire to rival that of ancient Rome. On 26 February 1815, Napoleon seized a window of opportunity and escaped exile aboard the 16-gun brig Inconstant. On 1 March, Napoleon landed at Golfe Juan, and found support from nearby Cannes. His fledgling force was resupplied and took the fort at Antibes. As word of Napoleon's return spread, events snowballed. Napoleon's return was enough to sway the people – and soldiers – to his cause. The Emperor's army made for Grenoble, marching across the southern tip of the Alps. On 5 March, King Louis received word of the landing, and sent Ney to stop Napoleon. On 7 March, the Congress of Vienna was informed of Napoleon's escape, and plans began to be put into motion to stop the return of the Emperor. Napoleon reached Lyon on 10 March – the following day Marshal Ney declared that he was defecting to Napoleon's cause. It was on 13 March that the Hundred Days officially began (although not all sources concur), as Napoleon, bolstered by Ney and with the people on his side, issued Imperial Decrees. Also on this day, Napoleon's former enemies reconvened the congress of Vienna and denounced him an outlaw and a 'disturber of world repose'. Before long, Ney's forces joined with Napoleon's, and King Louis was forced to flee Paris once again, leaving Napoleon free to enter the city with two divisions under his command. While this entire action was considered a militant one, Napoleon was not ready for another full-scale war, and tried his best to prevent it through diplomatic means. However, he must have known that war was inevitable, because it was to the matter of armies that Napoleon turned his utmost attention, and he achieved it impressively, raising 500,000 troops by hook or by crook in a remarkably short period of time.

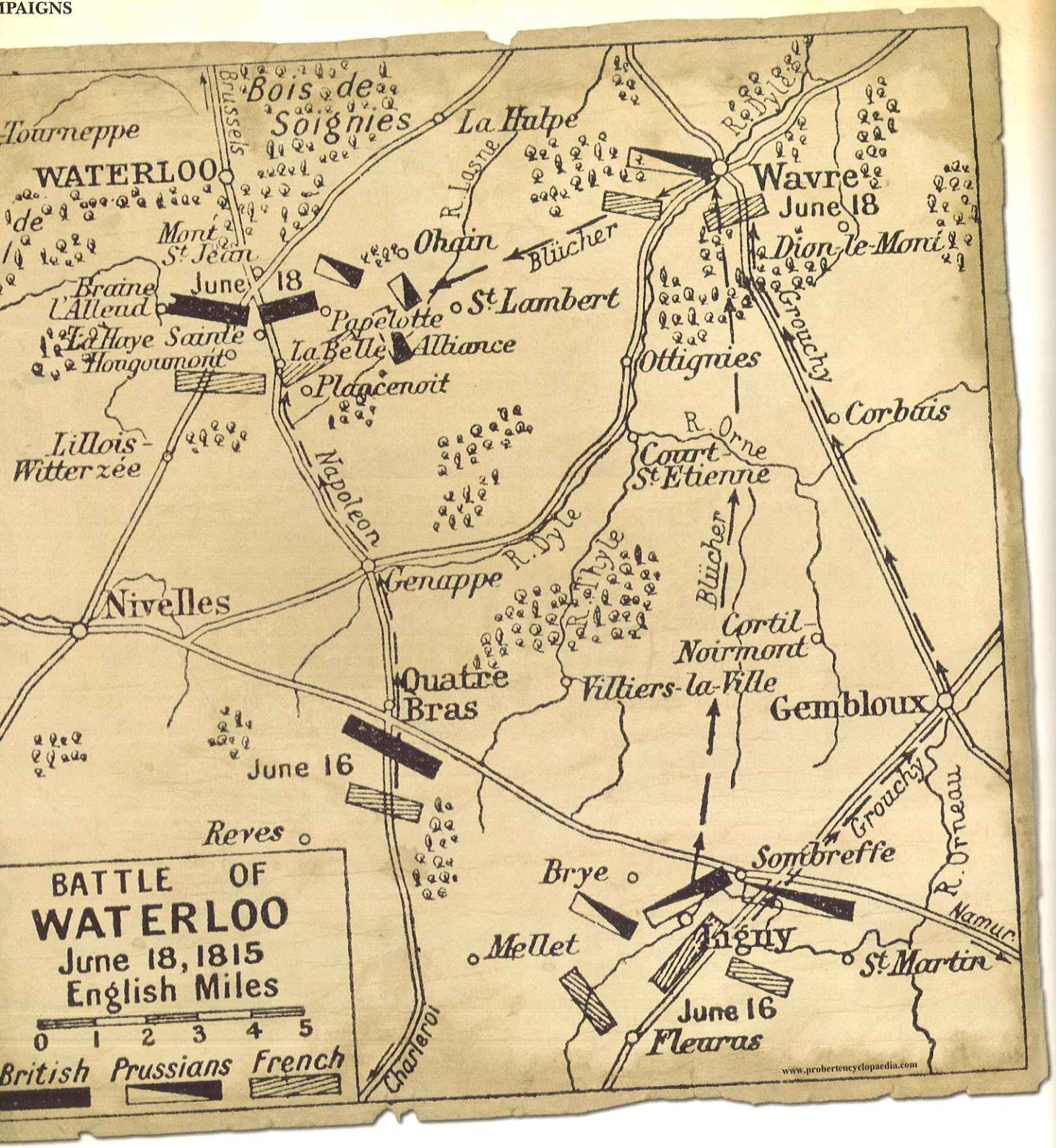
When Wellington arrived in Brussels on 5 April, he found the allied army in a poor state, with a high proportion of raw troops. He did, however (with the infamous exception of Prince William of Orange), have access to some excellent commanders, many of whom were veterans of the Peninsular War. If Wellington was to take the fight to Napoleon, he would need help, and that help would have to come from an unlikely source – the Prussians. Unlikely because Prussia was in a terrible economic state, and was in the midst of demobilisation. Despite the country's difficulties, the King of Prussia recalled the entire militia just three days after Napoleon's triumphant return to Paris, and formed the 'Army of the Lower Rhine' under Field-Marshal Gebhard von Blücher. It was in no small part down to the popularity of Blücher that the Prussian army mobilised at all – this 72-year-old fighting general was beloved of the Prussian soldiers, and himself hated the French with an infectious passion. Napoleon, Wellington and Blücher – three adversaries who were about to write their names in history.

THE ARMIES

THE FRENCH ARMEE DU NORD

Napoleon needed a swift victory, not only to secure his future as Emperor, but also to boost the morale of his army. While he had some loyal commanders remaining, many of Napoleon's former marshals refused to serve under him this time around, and his new officers were not trusted by the men. In terms of training and equipment, the Armée du Nord was a fine fighting force – the best Napoleon had commanded since the ill-fated Russian campaign – yet morale was poor and there were whispers in camp of desertion and treason.

French losses at Quatre Bras impacted heavily on the fighting strength that Napoleon could take to Waterloo. Napoleon then gave Grouchy command of around 30,000 men to take to Wavre. The remaining French army was well balanced, with three main corps that primarily consisted of infantry (I, II and Imperial Guard) of around 20,000 men each. These corps contained their own cavalry and artillery division. Napoleon also had three smaller reserve corps – the VI, which was organised like the three main corps with only 10,600 men; the III cavalry corps and the IV reserve cavalry corps, each of which comprised around 3,000 men. In total, Napoleon had 246 guns and howitzers at his disposal at Waterloo, split across his force. Early in the battle, he ordered 80 guns to group together to form the famous 'grand battery', with which he planned to pound a hole in Wellington's line prior to the main attack.



of the Battle of erloo, reproduced ind permission e Probert yclopaedia.

THE ANGLO-ALLIED ARMY

If the French army was formidable, the same could not be said of Wellington's army. Many of his Peninsula War veterans were in the United States, leaving many raw recruits to fill the gaps. Only around a third of Wellington's 112,000 soldiers were British. The German troops under his command ranged from the crack King's German Legion to the untested regiments from Brunswick, Hanover and Nassau, while a quarter of the force was made up of Dutch and Belgian troops. However, despite Wellington's own misgivings (he had complained 'I have an infamous army, very weak and ill-equipped.') there were some fine regiments present – the Coldstream Guards, the 1st and 3rd Foot Guards, the 30th, 42nd, 73rd and 95th infantry regiments, the 1st and 2nd Light KGL, the Life Guards, Royal Horse Guards, Royal Dragoons and the Inniskilling Dragoons to name but a few. Wellington had some reservations about the army – not least about the ability of the Dutch and Belgian troops under his command – but he still believed that victory was assured so long as the Prussians arrived in time to reinforce him. That belief was to be put to the test.

THE PRUSSIAN ARMY

Despite the Prussian army comprising more than 130,000 men in three corps at the start of the campaign, Napoleon was seemingly unafraid of them – largely because half the army was composed of Landwehr (militia). The Prussian regulars, by contrast, were hardy and competent fighters. The Prussian General, Blücher, was an eccentric old man, prone to delusions and possessed of a passionate hatred of the French, but he was also a tough, uncompromising commander, who lived up to his nickname 'Marshal Forwards'. Blücher's I and II corps took a battering at Ligny, and an estimated 8,000-10,000 more men went missing during the retreat to Wavre. IV corps, which contained just over half of the total Prussian infantry and which was led by General Bülow, arrived at Waterloo at full strength, having avoided earlier engagement.

THE CAMPAIGN

On 12 June 1815, having been in Paris for less than three months, Napoleon said goodbye to his family and marched for Belgium with around 123,000 men, crossing the border just three days later. With his enemies gathering, Napoleon's only hope was to defeat them one by one – his plan was to march north and crush either the Anglo-Allied army of Wellington or the Prussians under Blücher. This display of power would, he hoped, cause the people of Belgium to rise up against the Dutch, cause political turmoil in England, and force the Austrians to sue for peace rather than face a reinvigorated France alone. Time was not on his side, however, and his plan was a fragile one. With haste he deployed his army along the French border and centred his headquarters at Beaumont just across the border from Belgium. He was ready to attack on 15th June 1815.

THE BATTLES OF QUATRE BRAS AND LIGNY

When Wellington received news that Napoleon was on the move, he realised that he had been 'humbugged' by the Emperor. Blücher was stranded at Ligny, and Napoleon was in a prime position to separate him and Wellington. His only hope was to stall the French to buy time for all the Allied forces to regroup. Key to this plan was Quatre Bras, and Wellington sent troops there immediately.

In order to separate Wellington and Blücher's troops, Napoleon had ordered Marshal Ney and some 40,000 troops to advance on Quatre Bras, a crossroads of the Brussels-Charleroi and Nivelles-Namur roads. Allied Dutch-Belgian troops under Prince William of Orange were waiting for Ney's advance, but were badly outnumbered by the French. Against the odds, and partly thanks to Ney's ill-advised delay in attacking, they succeeded in holding off the French attack until reinforcements arrived. Ney redoubled his efforts, and the fighting was ferocious. Napoleon's idea was for Ney to sweep through Quatre Bras quickly, and then ride to Ligny and fall upon the Prussian flank. However, Ney became caught up in a protracted battle and tried in earnest to take the crossroads at all costs. Allied reinforcements arrived from Brussels throughout the day, notably including the 1st Division under Picton. Eventually, Ney's cavalry managed to reach the crossroads, but were confounded by Allied squares and were forced to withdraw. The battle cost Ney 4,000 men to Wellington's 4,800, resulting in a tactical draw, but this would prove a major blow to Napoleon's plan.

While Ney laboured unnecessarily at Quatre Bras, Napoleon assaulted the Prussians at Ligny. Wellington had predicted, quite correctly, that Blücher would be 'damnably mauled'. The Prussian army occupied strongholds of walled gardens, stone houses and farmhouses and lined up on the forward slope of the Ligny Brook, with the right guarding the villages of St. Armand and St. Armand Haye. Heavy fighting ensued with casualties on both sides, but the Prussians were forced to commit more and more troops. Blücher was injured by his own horse during the battle, but the septiguanarian general remained full of fight! Although the French were victorious, they failed to totally destroy the Prussian army. The remnants of the Prussian forces were able to retreat north to Wavre (about 18 kilometres east of Waterloo). Some of the Prussian commanders urged Blücher to keep marching back to Prussia, but the old soldier would not abandon the cause, and prepared his army instead to return to the fight. Napoleon had succeeded in his aim of keeping the two Allied armies apart but mistakenly believed the Prussians were defeated – he did not know that they had regrouped so close to his position. He was also confident that he could now defeat Wellington fairly easily, despite Ney's minor failure – these two assumptions were to cost the Emperor dearly.

> "It has been a damned serious business – Blücher and I have lost 30,000 men. It has been a damned nice thing – the nearest run thing you ever saw in your life... By God! I don't think it would have done if I had not been there."
>
> - *Wellington*

WATERLOO

The Battle of Waterloo was fought on Sunday 18 June 1815, about eight miles from Brussels, near the town of Waterloo. Coming less than two days after the battles of Quatre Bras and Ligny, it formed the climax of the campaign, and was Napoleon's last battle. The defeat put an end to his rule as Emperor and signalled the end of the Napoleonic Wars.

On the morning of 18 June, Wellington was occupying the ridge of Mont St Jean, just south of Waterloo, and Napoleon that of La Belle Alliance across the valley. The corps were divided into three under the commands of Lord Hill, Prince William of Orange and Sir Thomas Picton. Wellington was short of experienced troops, particularly cavalry, but was confident that his deployment would lend itself well to defence. Observing that his troops were outnumbered by the French, Wellington decided that his best plan was to stand firm until the Prussians arrived. He lined the majority of his troops up out of sight behind the ridge and garrisoned some in front at the farms of Hougoumont, La Haye Sainte and Papelotte. The bulk of the army was positioned on the right flank, the side of the Hougoumont farm, which was closest to the French deployment, while the side of Papelotte, the left, was lightly guarded in the hope that the Prussians would reinforce the army quickly.

In the meantime, the Prussians were regrouping at Wavre. Blücher ordered an undefeated corps, under the command of General Bulow, to go to St Lambert in readiness to support Wellington if necessary while other troops were ordered to follow when ready. Marshal Grouchy had been sent in pursuit of the Prussians with orders from Napoleon to prevent the Prussian army from linking up with the Allies.

Napoleon had built up his army from veterans, disenchanted peasants and conscripts at short notice, and they were hastily trained. His strength lay in his artillery and cavalry, which were greater than Wellington's. He relied on surprise and aggression rather than firepower, the priority being to break the enemy's battle line. He aimed to create a diversion by attacking Hougoumont first, following that with heavy artillery bombardment to soften the defences on the Allied centre and left before mounting a full attack on the ridge. Marshal D'Erlon's Corps I was positioned in the front line on the right behind the guns and Reille's II Corps was positioned on the left. The cavalry was lined up in reserve with the VI Corps. The Imperial Guard was kept in final reserve at the rear.

ORDER OF EVENTS

11:30am: The French launch their diversionary attack on Hougoumont. The Allied line shelters behind the ridge except for Bylandt's Dutch-Belgian brigade, which is forced to retire. Jerome Bonaparte deviates from the plan and makes an attempt to capture the farm. He diverts his division and a brigade from another division in a full-scale battle. Wellington stands firm.

1:00pm: Napoleon's Grand Battery opens fire. The British troops hold firm behind the ridge. D'Erlon's Corps marches forward in columns across the field from the French right, past La Haye Sainte, coming under fire as they do so. Despite suffering heavy casualties from Allied artillery fire, the French succeed in capturing the farm at Papelotte and surrounding La Haye Sainte. Wellington's troops move forward to engage the French before they can break columns and form lines.

At the same time, Napoleon intercepts a message from Bulow to Wellington revealing the Prussian's presence at St Lambert. He redeploys Lobau's infantry and Domon's and Subervie's cavalry to face the Prussian troops.

As his centre begins to give way, and with La Haye Sainte under attack, Wellington sends in his reserve led by Picton's brigade to plug the gap. The French are beaten back from La Haye Sainte and Wellington sends in the cavalry brigades under Somerset and Ponsonby to press the advantage. The French infantry are overcome, but the Allied cavalry presses on too far, and is savaged by a counter attack by French cuirassiers and lancers.

Once again Wellington withdraws behind the ridge and reinforces La Haye Sainte, while Prince Bernhardt of Saxe-Weimar retakes Papelotte. Both the Allied left and Napoleon's right flank are badly mauled. Wellington is unable to press on without Prussian support. Battle continues at Hougoumont while, at St Lambert, Lobau confronts the Prussians.

3:00pm: Napoleon orders Marshal Ney to capture La Haye Sainte, thereby smashing the Allied centre. Through the battlefield smoke, Ney spies lines of Wellington's wounded soldiers walking along the road to Brussels. Possibly believing the British to be retreating, he orders his cavalry to charge across the battlefield towards the ridge. Wellington's infantry forms squares behind the ridge to receive the French cavalry and the Allied artillery lines up in front of them, enabling the gunners to continue firing until the last possible moment and then to take refuge behind the squares. Wellington's formation stands firm and, with no infantry available to support them due to the fighting at St Lambert, the French cavalry make little impact. The French artillery are forced to cease firing to avoid hitting Ney's cavalry. Wellington, short of cavalry and artillery, manages a counter attack by sending in his cavalry reserve to stand between the infantry squares. Despite throwing more cavalry into the fray, the French are forced to retire.

Meanwhile, the French infantry captures La Haye Sainte, allowing the French artillery to line up right below the ridge so that the Allied infantry are unable to advance. Ney calls on Napoleon for reinforcements. Napoleon is said to have exclaimed 'Some troops! Where do you expect me to get them from? Do you want me to make some?' Napoleon's attention turns to the Prussians, who had just captured Plancenoit. Desperate to stop them from joining Wellington, he sends his Imperial Guard to recapture Plancenoit.

7:00pm: The Imperial Guard march in echelon between Hougoumont and La Haye Sainte. The troops nearest Hougoumont are mauled by Allied musketry, but those on the side of the French-held La Haie-Sainte successfully advance over the ridge. The Guard break through the Allied front line, but Maitland's foot Guards, together with 4,000 Dutch infantry, manage to surprise them by emerging from their hiding places in the long cornfields. The Imperial Guard are forced to flee for the first time in their history; some of them form squares in the centre of the battlefield to block the Allied advance and screen the Emperor's retreat from the field. Having seen the Prussians advancing on his left, Wellington orders the rest of his forces to advance to complete the rout of the Imperial Guard. Plancenoit and Papelotte are retaken by the Prussians.

9.00pm: Blücher meets Wellington at La Belle Alliance. Fresh Prussian cavalry are dispatched to pursue the retreating French.

WAVRE

The Battle of Wavre was fought on the 18th and 19th June between the Prussian rearguard under the command of General Johann von Thielmann, and three corps under the command of Marshal Grouchy. The battle began at 4:00pm on 18 June, and lasted until the early hours of the following morning, making it technically the final battle of the Hundred Days campaign. It was Thielmann's victory over Grouchy that allowed the Prussians to arrive at Waterloo in time to assist Wellington, ultimately winning the war for the Allied forces.

PLAYING THE WATERLOO CAMPAIGN

Refighting the entire Waterloo campaign is an ambition harboured by many wargamers who enjoy the Napoleonic period. It is one of the defining military campaigns of history, and the chance to recreate such an iconic struggle on the tabletop is a lure that is often too strong to resist.

The scenarios that follow provide not only a blow-by-blow account of the Hundred Days campaign, but also an example of how campaigns work in general, allowing you to come up with your own scenarios, objectives, special rules and victory conditions for whatever conflict you like, from Napoleon's campaigns in Italy and Russia to the Peninsular War.

CAMPAIGN RULES

The campaign uses the Unit Replenishment, Officer Injuries and Experience Points rules from pages 213-214. In this way, even if a scenario does not result in any special effects on subsequent battles, heavy losses will naturally place unwary players at a disadvantage, and reward careful players.

The campaign is split into 12 scenarios (although, depending on the results of certain battles, they may not all be necessary). Each scenario has its own rules and victory conditions, and also some additional effects that may alter subsequent battles in the campaign.

FORCES

Historical orders of battle are included for every scenario – note that these are not always complete, as the scenarios represent a small section of a wider engagement. Thus, only the units that were present at that place and time are listed. Every scenario also includes a rough points value, should you wish to choose your own forces to play the scenario rather than use the historical ones.

WINNING AND LOSING

The overall winner is decided by using Campaign Victory Points, which are awarded after each battle.

The Earl of Anglesey, at the head of the Heavy Cavalry Brigade composed of the Household Cavalry and 1st King's Dragoon Guards charging the French cuirassiers. Artist unknown. Anne S. K. Brown Military Collection, Brown University Library.

AMPAIGN
CENARIO
1

THE ACTION AT GILLY

In the opening gambit of the campaign, Napoleon ousted the Prussian forces that were holding Charleroi Bridge and began to gather his army. Wellington believed this attack to be a feint, and continued with his plan. The Prussians were forced to pull back, intending to gather at Sombreffe, north of Ligny. Ziethen's I Army Corps retreated slowly north, protecting the main Prussian wing from Napoleon's attentions, but was finally brought to bear at Gilly.

THE BATTLEFIELD

This battle is best played on a 6' x 4' board. A river is placed bisecting the board, long edge to long edge, as shown opposite – the river is negotiable but counts as very difficult terrain. A road bisects the board from short edge to short edge, and the two terrain features meet in the centre of the table at a wide bridge. A scattering of village buildings, woods and hills may be added.

FORCES

If you are not using the Order of Battle for The Action at Gilly, then it is recommended that you choose armies of around 1,750 points each. The army that begins the game holding the bridge must include at least one unit of Light Infantry.

DEPLOYMENT

The Prussian player begins deployment by choosing a single unit of Light Infantry from his force, and placing it on his side of the river, within 12" of the centre point of the board (the bridge). The French army may deploy up to 12" onto the board at the short edge on their side of the river, but no closer than 6" to either long board edge, as shown on the map. The Prussian army then sets up within 6" of their board edge. The Prussian player may hold up to 25% of his units in reserve.

WHO GOES FIRST

The French army gets the first turn.

GAME LENGTH

The battle lasts for 10 game turns.

VICTORY CONDITIONS

At the end of the tenth turn, Victory Points are used to calculate the winner of the game.

SCENARIO SPECIAL RULES

Reserves; Victory Points.

CAMPAIGN EFFECTS

If the French win this battle, there is no unusual effect on the campaign other than the unit replenishment, officer injuries and experience procedure. However, if the Allies win this game then they will pull off a major early coup. A Prussian victory means that the Allied player may use some of the forces from this battle to reinforce his army in Scenario 3: Ligny. Roll a D3 – that many Prussian infantry and/or artillery units from this battle will arrive at Ligny as Reserves.

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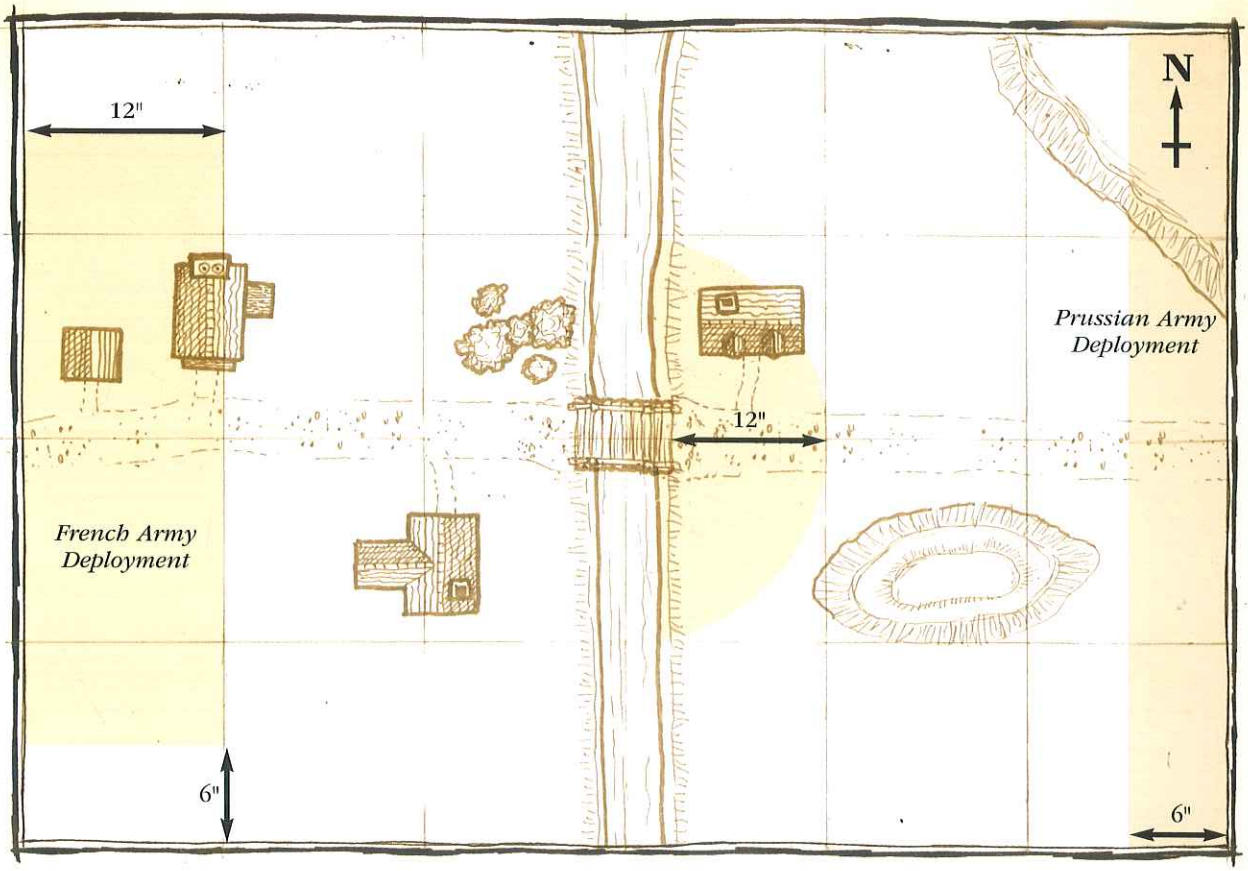


French lancers cross the bridge at Gilly.

CAMPAIGN SCENARIO 2

QUATRE BRAS: NEY'S ATTACK

The crossroads at Quatre Bras was of vital strategic importance. Napoleon knew that he had to take it so as to drive a wedge between the forces of Wellington and Blücher – he dispatched Marshal Ney to Quatre Bras while he himself took an army to Ligny to face Blücher. If Ney could break the Netherlands and Nassau troops amassed at Quatre Bras, he could ride to link up with Napoleon and crush the Prussians once and for all. Unfortunately, it would not prove to be so easy.

THE BATTLEFIELD

This is a large battle, and is best played on an 8' x 6' board. Nominate the two short edges as the French and Allied table edges. Two roads run through this set-up, meeting at a crossroads within 3' of the Allied table edge, opposite. The crossroads is the sole objective in this scenario. Set up some groups of buildings around the crossroads. Finally, place a few woods to provide some cover around the board.

FORCES

If you are not using the Order of Battle for the first part of Quatre Bras, then it is recommended that you choose an army of around 2,000 points for the defenders (the Allies in this case), and 3,000 points for the attackers (French).

DEPLOYMENT

The French player deploys roughly half of his units within 12" of his table edge (as far as is possible, being careful not to split brigades). The other half of his units are held in reserve. The Allied player then marks out a rectangular deployment zone, stretching 12" either side of the centre point of his board edge, and extending 3' onto the table, terminating at the crossroads. All of the Allied forces are deployed here.

WHO GOES FIRST

The French army gets the first turn.

GAME LENGTH

The battle lasts for 12 game turns.

VICTORY CONDITIONS

The side that holds the crossroads objective at the end of the 12th turn wins the game, and earns 1 Campaign Victory Point. If neither side holds the objective, or if both sides can claim it, then Victory Points are used to calculate the winner.

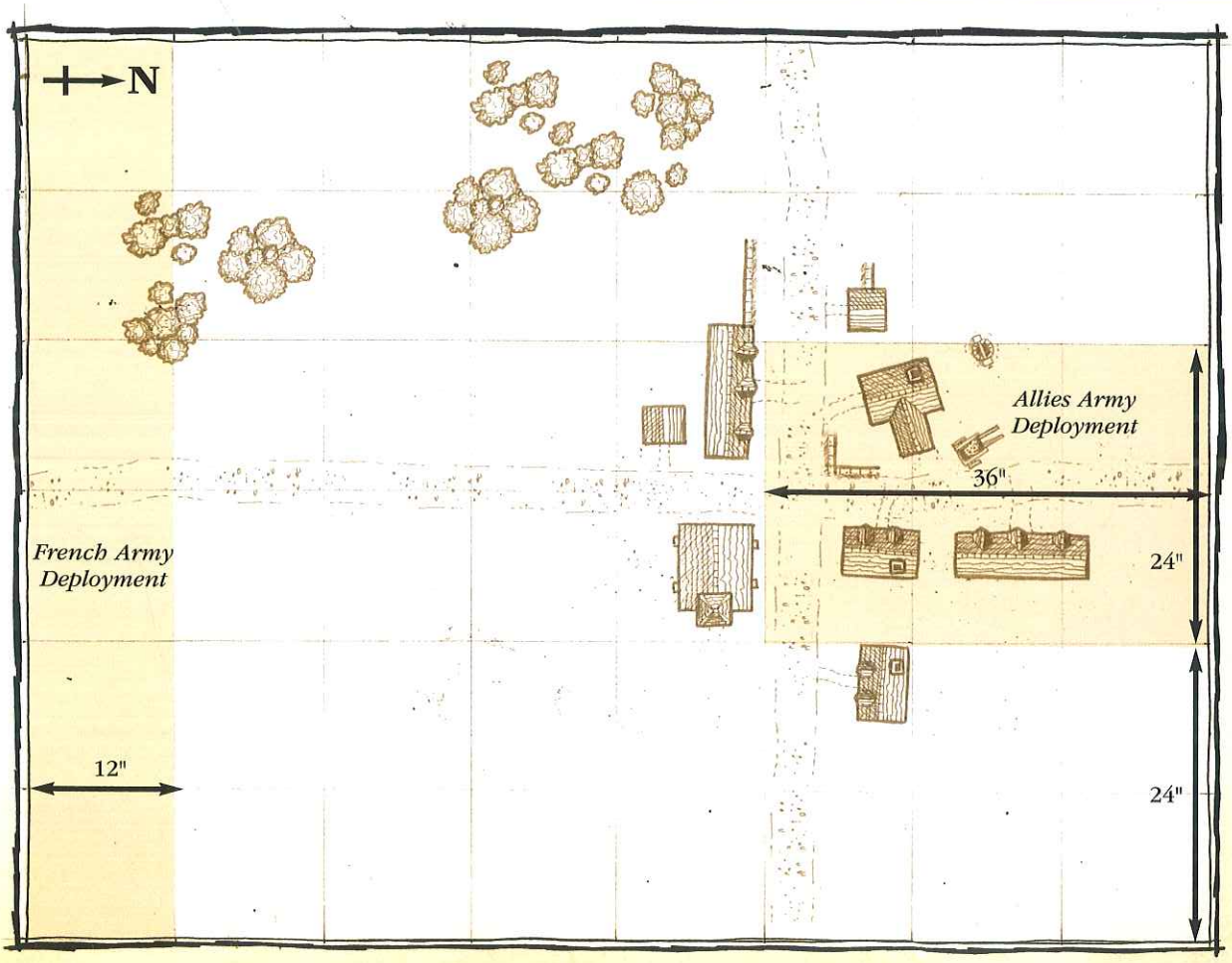
SCENARIO SPECIAL RULES

Objectives, Victory Points.

CAMPAIGN EFFECTS

If the French force manages to win this battle, then up to four surviving units (and Marshal Ney if he is alive) will turn up in Scenario 3: Ligny, following the rules for Reserves. In addition, do not play Scenario 4 – instead, skip straight from Ligny to Scenario 5: Genappe. If the Allies win, there is no additional effect except for the usual unit replenishment, officer injuries and experience allocation.

French cuirassiers launch a devastating charge on the Allied infantry.



The French infantry advance through the cornfields.

AMPAIGN
CENARIO
3

LIGNY

While Ney probed the Allied defences at Quatre Bras, Napoleon launched an attack on Blücher's massing Prussian army at Ligny. Though Napoleon hoped that Ney would deal with the defenders of the crossroads quickly and march on to join him, he was confident he could secure victory alone if necessary. A decisive French victory at either battle would pile on the pressure for the Allied forces at the other.

THE BATTLEFIELD

This battle is best played on a board around 6' x 4' or larger. A narrow stream representing Ligny Brook runs across the board from short edge to short edge, and branches off to delineate the Allied deployment zone. Players may also place a few hills, woods and rural buildings around the board. See the diagram opposite for an example.

FORCES

If you are not using the Order of Battle for Ligny, then it is recommended that the Allied side contains 3,000 points of troops, and the French army also contains 3,000 points, approximately 1,750 points of which are reserves.

DEPLOYMENT

The entire Prussian force deploys in a 4' x 3' area in one corner of the board, as shown. The French army is split into two sections. The first, under Napoleon, deploys on the table at the start of the game, up to 6" on from the long edge opposite the Allied deployment zone. The second French force, General Vandamme's III Corps, is held in reserve – when it enters play, it does so from the short table edge opposite the Allied deployment zone.

WHO GOES FIRST

The French army gets the first turn.

GAME LENGTH

The battle ends when the victory conditions are achieved. Otherwise, it lasts for a maximum of 20 turns.

VICTORY CONDITIONS

- If more than half of the starting number of Prussian units are routing or destroyed in less than 10 turns: Major French Victory (the French side earns 1 Campaign Victory Point, and wins some additional effects, as described opposite).

- If more than half of the starting number of Prussian units are routing or destroyed within 10-15 turns: Minor French Victory (the French side wins 1 Campaign Victory Point).
- If more than half of the starting number of Prussian units are routing or destroyed in 16+ turns, or if none of the other victory conditions are achieved by turn 20: Draw (no Campaign Victory Points for either side)
- If more than half of the starting number of French units are routing or destroyed at any point: Allied victory (the Allies earn 1 Campaign Victory Point and additional effects as described below).

SCENARIO SPECIAL RULES

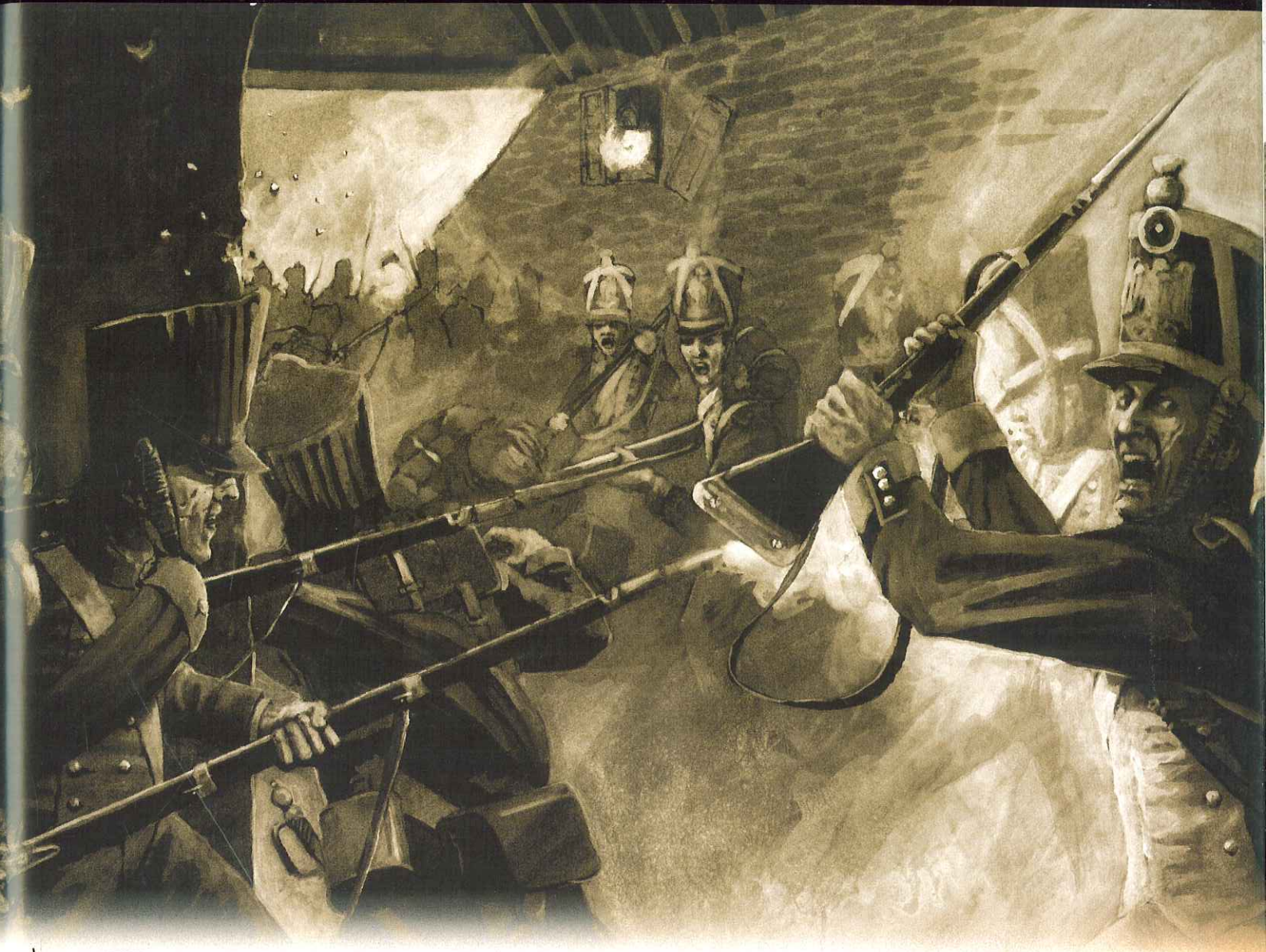
Reserves.

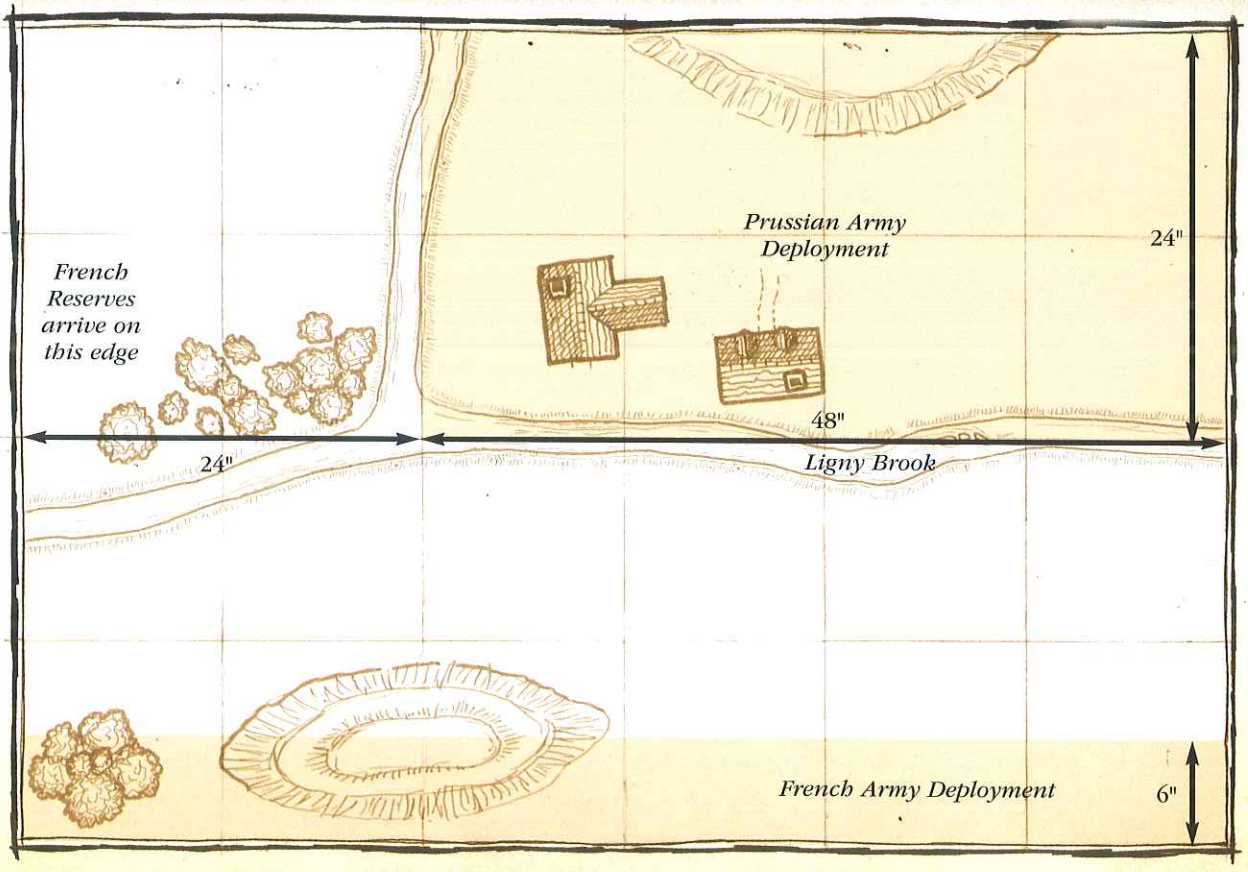
CAMPAIGN EFFECTS

The most likely result for this scenario is, unsurprisingly, that the Prussians withstand Napoleon's assault – the interesting question is for how long?

If the French force wins a major victory, then things do not go well for the Allies. Without the threat of the Prussians to secure his lines of march, Wellington will be unable to reach Quatre Bras with reinforcements as rapidly as he hoped. In Scenario 4: Quatre Bras – Reinforcements, therefore, after determining which Allied units are in the reserve force, roll a D6 for each unit. On the score of a 1 the unit does not turn up at the battle at all! In addition, due to Prussian losses, later in the campaign, the Allies must choose to fight either Scenario 10: The Action at Wavre or Scenario 11: Plancenoit. They cannot fight both.

If Napoleon is defeated, then not only will he be potentially hampered by the unit replenishment rules, but the Prussians may arrive at Waterloo at any time! Do not play the Plancenoit or Wavre scenarios. Instead, take the orders of battle for the Prussian units in those two scenarios (assuming they survive this battle, of course) and divide them as you see fit, allocating them between the following scenarios: Scenario 6: Hougoumont, Scenario 7: The British Cavalry Attack, Scenario 8: Assault on the British Squares, and Scenario 12: The Imperial Guard Attack. The units that you allocate arrive in those scenarios as Reserves.





The fighting between the French and Prussians at Ligny was characteristically bitter.

MPAIGN
ENARIO
4

QUATRE BRAS: REINFORCEMENTS

As Ney struggled to break the unexpected resolve of the Netherlanders and Nassauers, Allied reinforcements continually poured into the battle from the crossroads. By the time Wellington and Picton arrived with a strong force of British troops, Ney was already faltering. What had initially seemed a routine engagement to the French Marshal suddenly became a bitter battle.

THE BATTLEFIELD

The battlefield is laid out exactly like the first Quatre Bras scenario on page 222. The map opposite shows the new deployment areas.

FORCES

If you are not using the Order of Battle for the second part of Quatre Bras, then it is recommended that you choose armies of around 3,500 points each, with 2,500 points of the Allied army set aside for Reserves.

line
yman at
Bras.

DEPLOYMENT

The players dice off to see which side deploys first. The Allied army is split into two sections – Defenders and Reinforcements. The Defenders deploy up to 3' onto the board from their short table edge – the deployment zone includes the crossroads, as before. The Reinforcements enter play from the Allied table edge, using the usual Reserves rules.

The French army has an L-shaped deployment zone, encompassing all of the opposite short edge, and up to 3' of one of the long edges, as shown. Units may deploy up to 12" onto the board from those edges.

WHO GOES FIRST

Whichever side deploys first adds +1 to the Initiative roll for the first turn.

GAME LENGTH

The battle lasts for 12 game turns.

VICTORY CONDITIONS

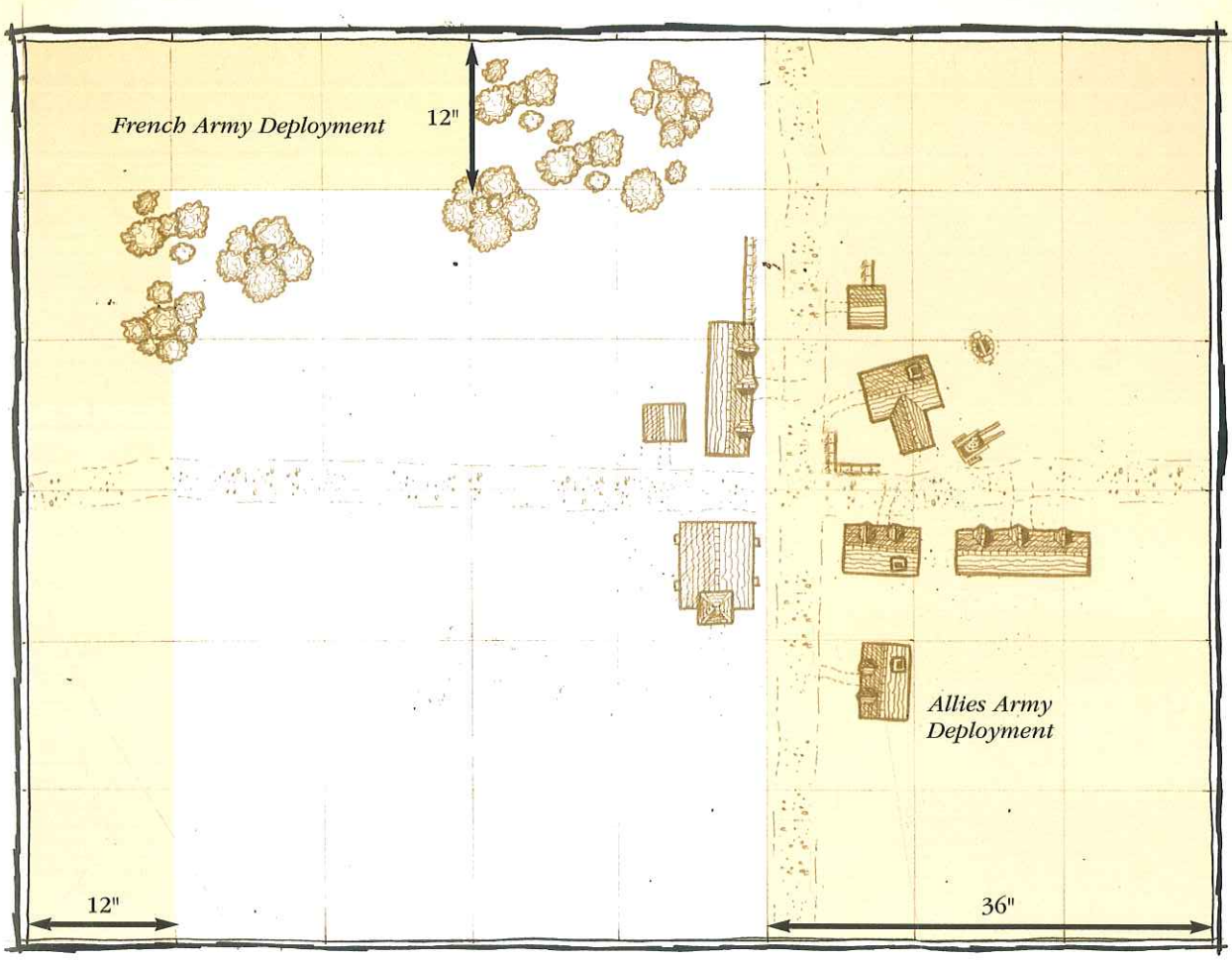
- At the end of the game, the French forces control the crossroads objective, OR the Allied army is reduced to less than half its starting number of units: French victory (the French side earns 1 Campaign Victory Point, and wins some additional effects, described below).
- Neither side controls the crossroads at the end of the game: Draw (no Campaign Victory Points for either side).
- At the end of the game, the Allied forces control the crossroads objective, OR the French army is reduced to less than half its starting number of units: Allied victory (the Allies earn 1 Campaign Victory Point and additional effects as described below).

SCENARIO SPECIAL RULES

Objectives, Reserves.

CAMPAIGN EFFECTS

If the French player wins this scenario, then Scenario 5: Genappe is played using option B – Pursuit (see page 228). Any other result means that Genappe is played using option A – Rearguard.



The Netherlands line infantry stands in the face of the relentless French advance.

PAIGN
NARIO
5

GENAPPE

Due to Napoleon's two-pronged attack on the Allied positions, the approach to Waterloo for the Allied forces was not a steady march, but rather a retreat to a more advantageous position. However, Napoleon had no intention of allowing his enemies to bring him to battle unharried and so, near the town of Genappe, a small force of French cavalry confronted an unprepared British column of cavalry and artillery. This column was under the instruction of the Earl of Uxbridge, a veteran who would not surrender without a fight.

THE BATTLEFIELD

This battle is best played on a 6' x 4' board. The River Dyle (very difficult terrain) is positioned 18" onto the board, running from long edge to long edge – this marks the French deployment zone. A road runs from short edge to short edge, crossing the river at a bridge. Place some buildings, outhouses and fences around this intersection to form the outskirts of a village. Finally, position some hills near the other short edge of the board as shown.

FORCES

If you are not using the Order of Battle for Genappe, then it is recommended that both armies contain around 2,250 points of troops. If the Allies are using Option A – Rearguard, then no more than 25% of their points total may be spent on Artillery or Infantry (this supersedes the usual army selection rules). If playing Option B – Pursuit, 33% of the Allies' points must be spent on Infantry units.

DEPLOYMENT

There are two ways of playing this scenario, depending on the result of Scenario 4. In either case, the French army is the same, and so sets up first behind the river, no further than 18" onto the board from their short edge. The other board edge is the Allied edge, although the deployment varies depending on whether you are playing Option A – Rearguard or Option B – Pursuit.

WHO GOES FIRST

The Allied army gets the first turn.

DEPLOYMENT

Option A: The Allied player uses Force A from the Orders of Battle. Split this army into two parts, with a roughly equal number of units in each. One part deploys within 6" of the Allied table edge, while the other enters play from Reserve.

Option B: The Allied player uses Force B from the Orders of Battle. All of the Infantry units from this force must deploy within a 2' square, projecting from the centre of the Allied table edge. The remaining units enter play from anywhere along the Allied table edge as Reserves.

GAME LENGTH

The game lasts for a maximum of 12 turns.

VICTORY CONDITIONS

If playing Option A – Rearguard, then use Victory points at the end of the battle to determine the winner.

If playing Option B – Pursuit, then the Allied player wins if, at the end of the game, he has more than half his starting number of Infantry units remaining above half strength. Any other result is a French victory.

SCENARIO SPECIAL RULES

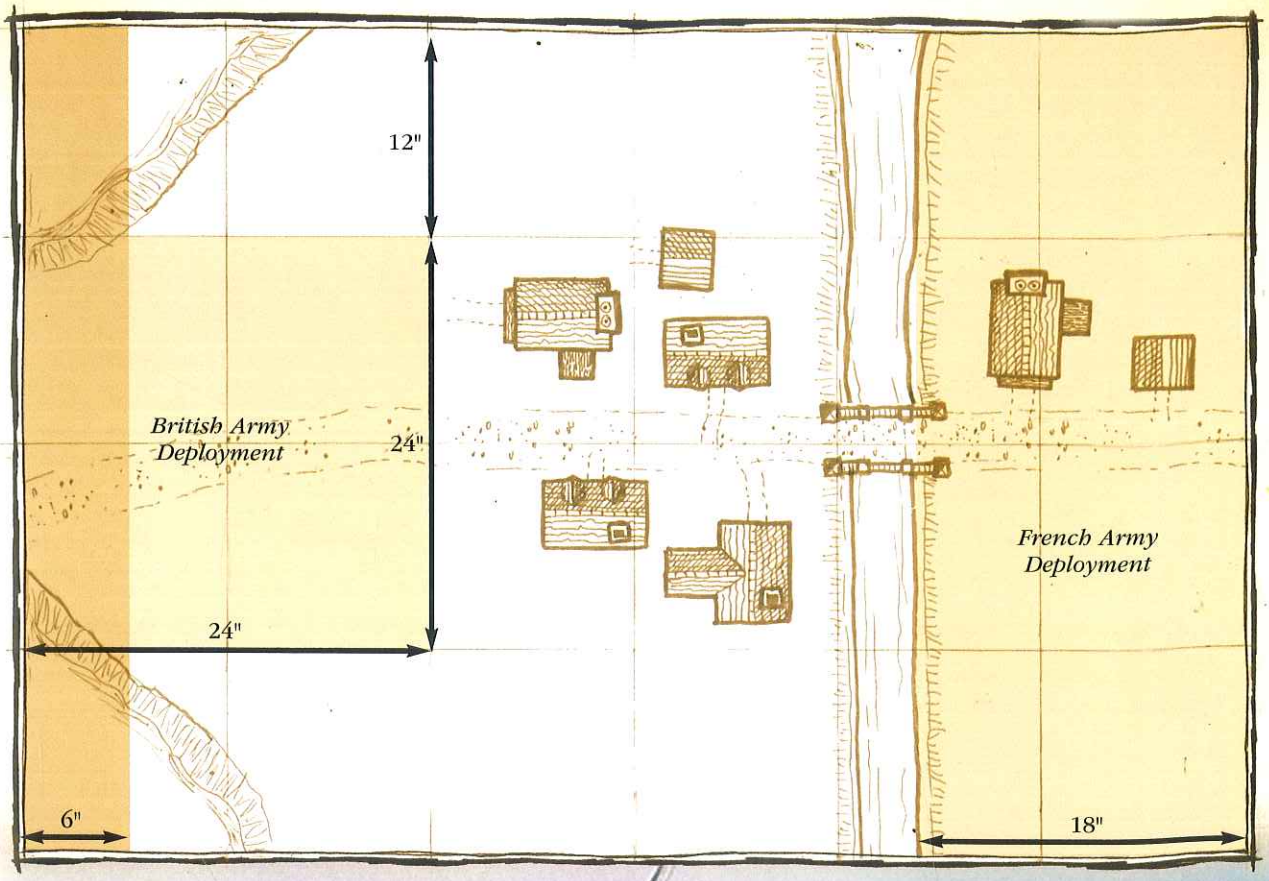
Reserves, Victory Points.

HEAVY WEATHER

This action was marked by atrocious weather, making the fighting a hard slog for both sides. At the start of each game turn, roll a D6. On score of 4+, the rain has subsided enough to fight normally – there is no effect on the game. On a 1-3, however, the wind and rain is so heavy that visibility is greatly reduced. Roll 4D6 and add the scores together. This is the number of inches that the player's units can 'see'. Enemy units can only be charged or fired upon if they lie within this range. Artillery can only fire indirectly if the target lies beyond this range.

CAMPAIGN EFFECTS

This is a must-win battle for the Allied forces. If they win, then there is no additional effect on the campaign other than the usual unit replenishment rules and so on. However, if the French win, then the British infantry will be severely reduced. In Scenario 7: The British Cavalry Attack, after establishing which units are present at the battle, the Allied player must choose D3+1 units of line infantry from his force. These units do not start the game on the board as usual, but must instead enter play as reserves.



French Hussars lead the charge at Genappe.

MPAIGN
ENARIO
6

HOUGOUMONT

The farm at Hougoumont was viewed by Wellington as a vital defensive point, and Napoleon realised quickly that an assault on the farm would draw Wellington's reserves into action earlier than the Duke would like. However, what started out as a diversionary attack by the French soon escalated into a bloody battle, as the fight around Hougoumont raged on for most of the day. Both commanders diverted resources to the farm, and in all well over 25,000 troops contested the objective.

THE BATTLEFIELD

This scenario is best played on a large table of about 8' x 6'. Hougoumont farm is set up about 18" from one of the short edges as shown. The remainder of the board is dominated by the gardens, which are closed in by fences, walls and hedgerows. One edge of the board should ideally have a row of trees, which mark the edge of a long, sunken ditch – whether or not you include this feature depends on your collection of scenery.

The exact layout of your farm may vary from the one shown, depending on your scenery collection, but try to represent the following objectives as best you can:

1. Stables, barn and cart shed – these three buildings make up a single large objective.

2. The cowsheds.

3. The chateau and farmhouse – two sturdy brick buildings, making up a single objective. This is a Key Objective as described in the Scenarios section earlier.

4. Gardener's house and stables – two buildings making up a single objective.

All of these buildings are linked or enclosed by a surrounding outer wall, with at least one gate, as shown on the map.

FORCES

The outer walls have been hastily bolstered by the defenders, and thus count as fortified positions. Use the rules for attacking walls from the Siege section, pages 98 onwards. Up to a quarter of the Infantry units in the French force may be equipped with ladders.

If you are not using the Order of Battle for Hougoumont, then it is recommended that the French army contains 3,000 points of troops, divided as equally as possible between sections A and B. The Farm Defenders should consist of 750 points, of which no more than 25% of the points in total may be spent on Artillery, and none may be spent on cavalry. The Allied Reinforcements are a standard force of 1,250 points.

DEPLOYMENT

The Allied army is divided into the Farm Defenders and Reinforcements (see the Order of Battle). The Farm Defenders are deployed first, within the boundaries of the farm itself. At least one unit must occupy the chateau/farmhouse Key Objective. The reinforcements arrive as Reserves from the Allied table edge – this is actually an L-shaped edge, taking up the whole of the Allied long table edge, and half of the short edge furthest from the farm complex.

The French army is split into sections A and B. Section A deploys within 8" of the other long board edge. Section B must be held in Reserve, and when they arrive they do so from the French long table edge.

WHO GOES FIRST

The French take the initiative on the first turn.

GAME LENGTH

The game lasts for a maximum of 15 turns, but may end sooner if the victory conditions are met.

VICTORY CONDITIONS:

French forces control all of the farm objectives at the end of any turn before (and including) the tenth: Major French victory (the game ends immediately; the French side earns 1 Campaign Victory Point, and wins some additional effects, as described below).

French forces control all of the farm objectives at the end of any turn after the tenth: French victory (the game ends immediately; the French side earns 1 Campaign Victory Point).

Neither side controls a majority of the farm objectives when the game ends: Draw (no Campaign Victory Points for either side).

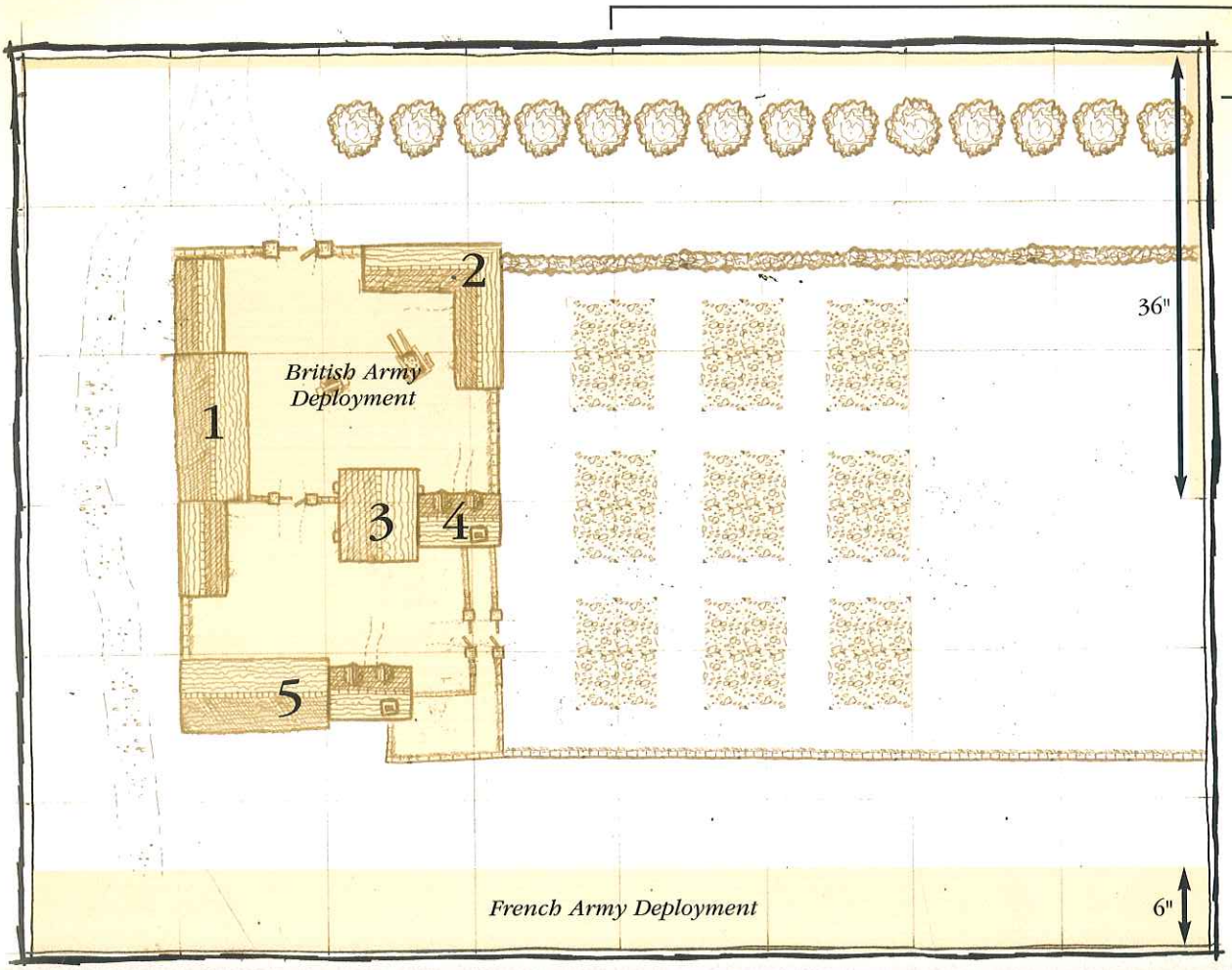
Allied forces control the majority of the farm objectives when the game ends: Allied victory (the Allies earn 1 Campaign Victory Point).

SCENARIO SPECIAL RULES

Reserves; Objectives (and Key Objectives).

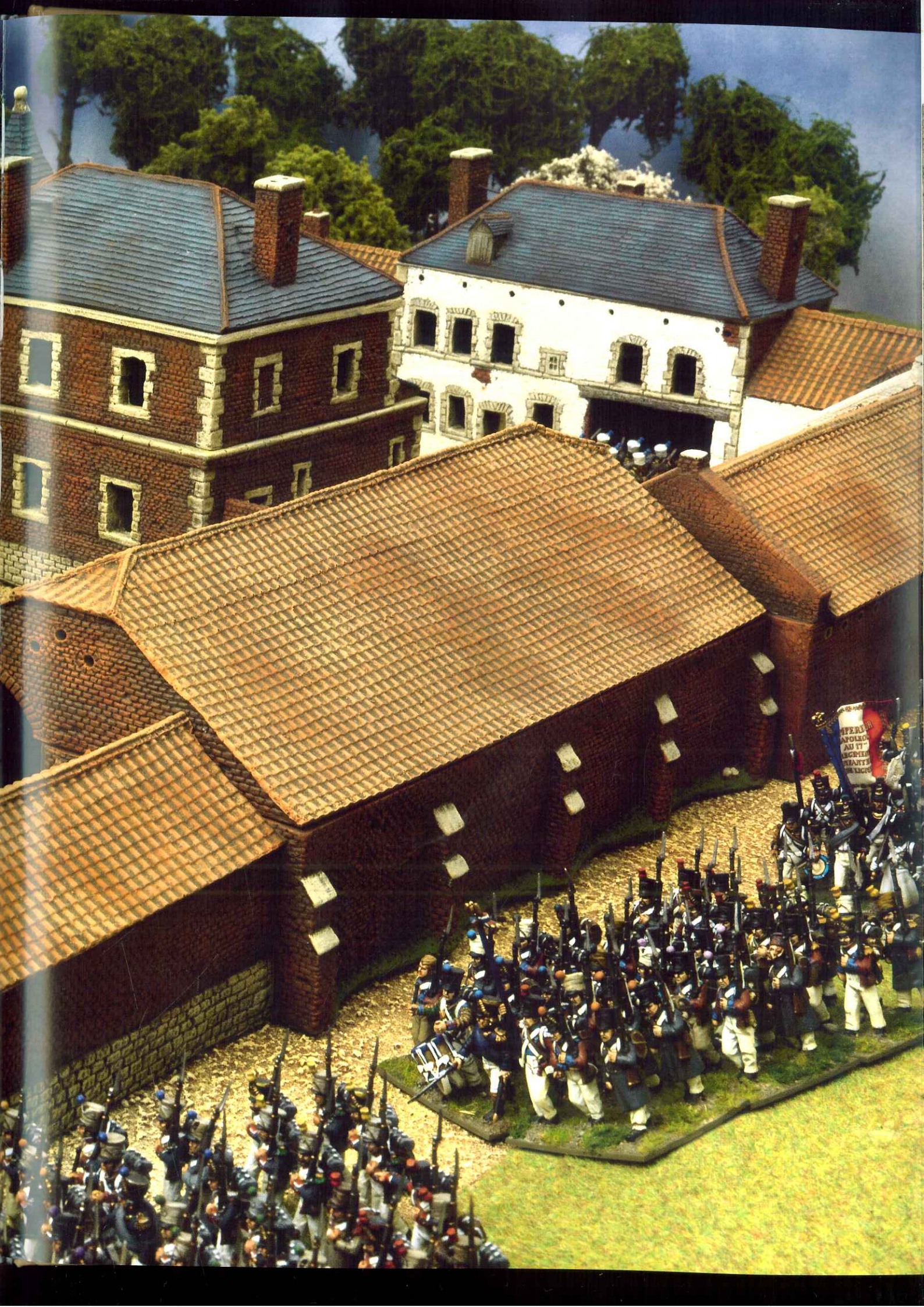
CAMPAIGN EFFECTS

It is likely that the Allies will hold Hougoumont. However, should the French secure a major victory, then the French player may choose D3 of his surviving infantry units (any type) and one independent officer. Those units deploy with the French cavalry in Scenario 8: Assault on the British Squares.

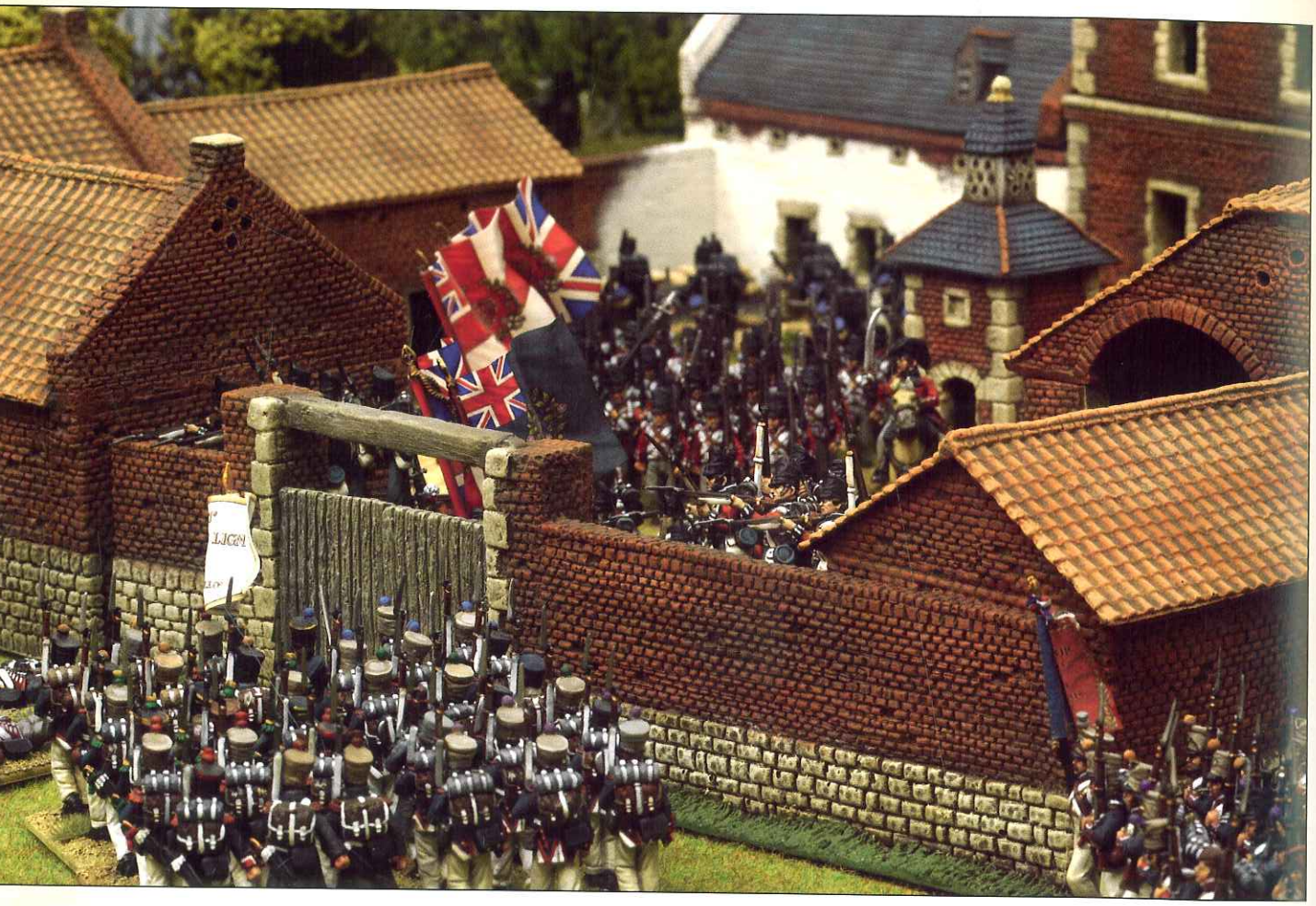


The gates of Hougoumont are finally breached, and the defenders rally to push back the French.

OUGOUMONT IN MINIATURE



Recreating Hougoumont



is splendid model Hougoumont farm as kindly supplied Hovels UK. It is a sin model replete th accurate period tails, and provides e perfect setting for game of Waterloo.

ove: The first ve of French ackers march and to the lnerable gates.

ght: The walls to e gardens provide perfect strongpoint the defending itish infantry.

Left: Maréchal de Camp Baron Bauduin waves on the troops of the French II Corps.

Below left: Soye sends in the second wave of attackers.

Below: The remnants of the Nassau line infantry shore up the wall defences.

The interior of Hougoumont during the battle on the glorious 18th of June, 1815. Anne S. K. Brown Military Collection, Brown University Library.

CAMPAIGN SCENARIO 7

THE BRITISH CAVALRY ATTACK

Shortly after 1 o'clock in the afternoon, the first French infantry attack began. D'Erlon's I Corps began to push through the Allied battlelines. Just when it seemed that the Allied counter-attack would be insufficient to the task, Uxbridge ordered two brigades of cavalry into the fray, who smashed into the French lines with the full-bloodied exuberance of battle.

THE BATTLEFIELD

This battle is best played lengthways on a long table – 8' x 4' is ideal, but 8' x 6' will work well. Terrain is sparse – place some hills along one of the short edges, and a hedge-lined road running from long edge to long edge, as shown opposite.

cots Grey goon prior to fateful charge.

"Our officers of cavalry have acquired a trick of galloping at everything. They never consider the situation, never think of manoeuvring before an enemy, and never keep back or provide a reserve."

- Wellington

FORCES

If you are not using the Order of Battle for this battle, then it is recommended that you choose armies of around 3,000 points each. The Allied army should have a good mix of infantry and cavalry units, while the French army may have no cavalry.

DEPLOYMENT

The Allied player places his infantry and artillery force in his deployment zone, up to 12" onto the board from his short edge. The Allied Cavalry Reserves are held in reserve.

The French player places all of his artillery within 6" of his short board edge, on the hills if possible. The remainder of his force is placed in the central deployment zone, which extends 12" either side of the centre point on the long edges, as shown on the map.

WHO GOES FIRST

The French army gets the first turn.

GAME LENGTH

The battle lasts for 12 game turns.

VICTORY CONDITIONS

At the end of the twelfth turn, Victory Points are used to calculate the winner of the game. In addition, the Allied player can earn bonus victory points as follows:

- For every French Artillery battery destroyed or fleeing at the end of the battle, the Allied player gains an extra +50 points.

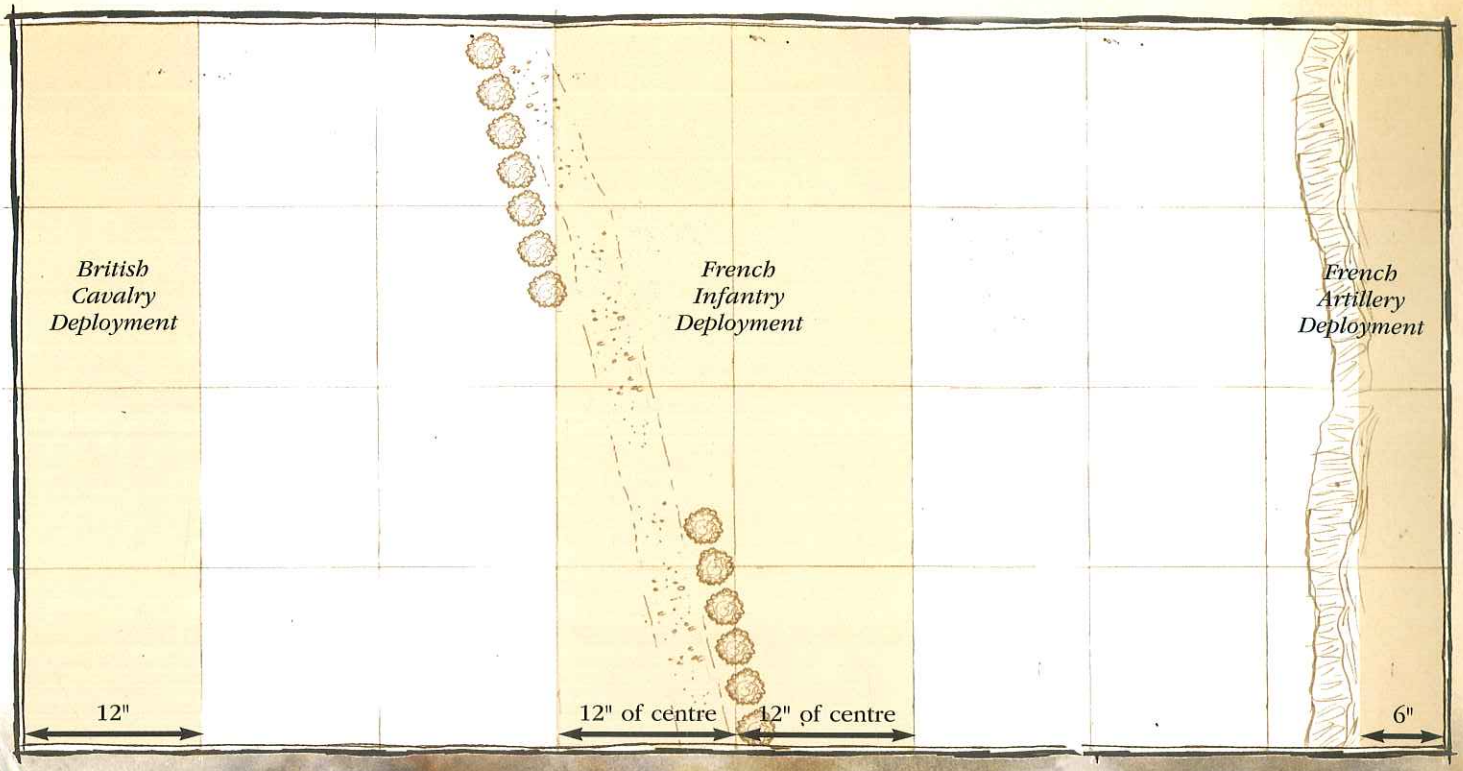
SCENARIO SPECIAL RULES

Reserves; Victory Points.

CAMPAIGN EFFECTS

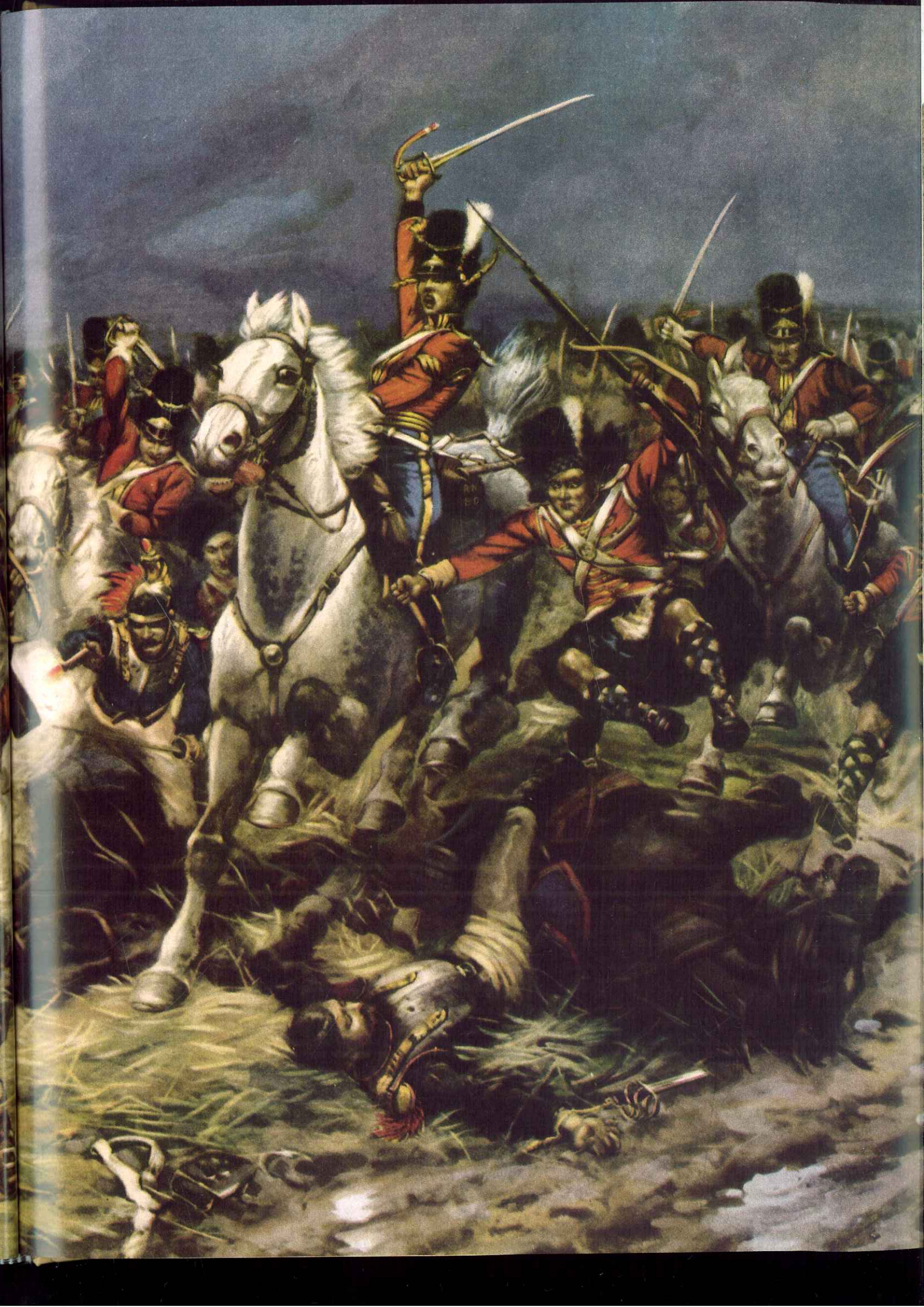
If the Allies manage to win this scenario, then the Allied player may choose D3 of his surviving cavalry units (any type) and one surviving officer. These units arrive in reserve with the Dutch cavalry in Scenario 8: Assault on the British Squares.

If the French player scores a major victory, then the victory conditions of Scenario 8 are changed in his favour. Instead of destroying or routing two British squares, the French player only needs to destroy or break one in order to win.



Uxbridge leads the British cavalry charge on the French lines.

Gordons and Greys at Waterloo. Anne S. K. Brown Military Collection, Brown University Library.



CAMPAIGN SCENARIO 8

ASSAULT ON THE BRITISH SQUARES

In what is often regarded as a true military blunder, Marshal Ney – possibly mistaking the movement of Wellington's reserves as a retreat to exploit – gave the order for his cavalry squadrons to break through Wellington's centre. Without the aid of D'Erlon's infantry corps, this attack was folly. Ney's cavalry attacked time after time, futilely trying to break regimented squares of infantry, whilst being pounded by artillery.

THE BATTLEFIELD

This battle is best played on a large, square board – 6' x 6' is ideal. Terrain is sparse – a few hills to represent a long ridge, and a road, should be the extent.

FORCES

If you are not using the Order of Battle for this battle, then it is recommended that you choose armies of around 4,000 points each. The Allied army should spend around 75% of its points on infantry, artillery and officers, while the French army should consist mostly of cavalry.

DEPLOYMENT

The Allied player places all of his infantry units in squares in his deployment zone (see the map, opposite). Any independent characters should begin the game within these squares, as described on page 38. Next, the Allied player places his artillery batteries. His cavalry units are held in reserve.

The French player then divides his forces into two assault waves, with a roughly equal number of units in each. The first half, which includes the Army General, deploys within 6" of the attackers' board edge. The other half is held in reserve.

WHO GOES FIRST

Dice off as normal to see who gets the initiative in the first turn.

The 28th at Waterloo, still wearing their stovepipe shakos from their time in the Peninsula.

GAME LENGTH
The battle lasts for 10 game turns.

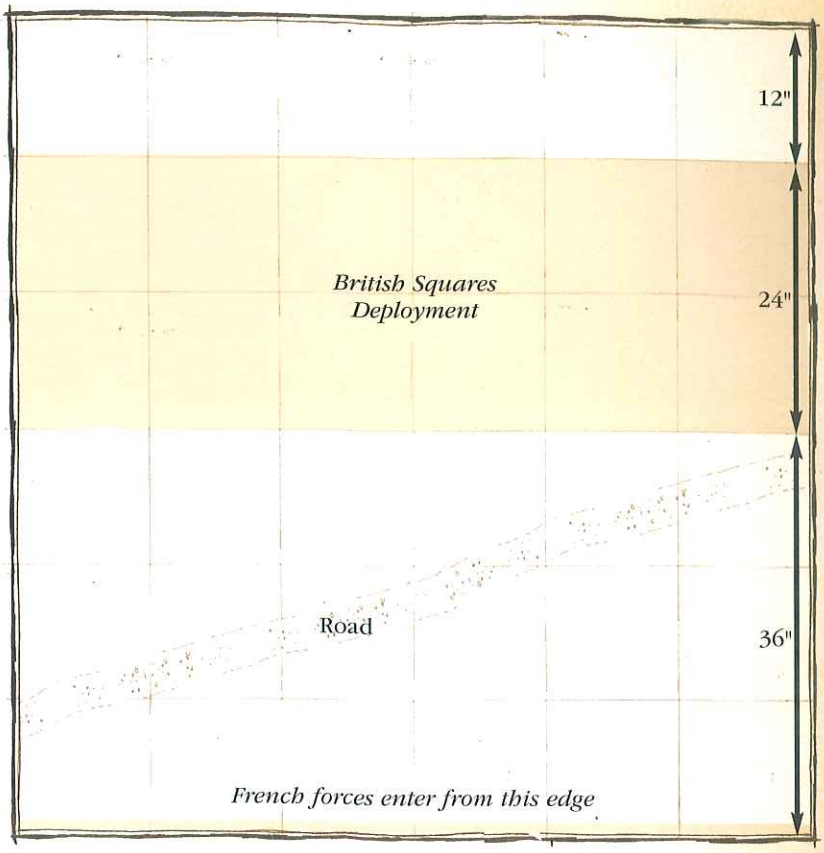
VICTORY CONDITIONS:
Two or more British squares are destroyed or routing at the end of the game: French victory (the French side earns 2 Campaign Victory Points, and wins some additional effects, as described below).

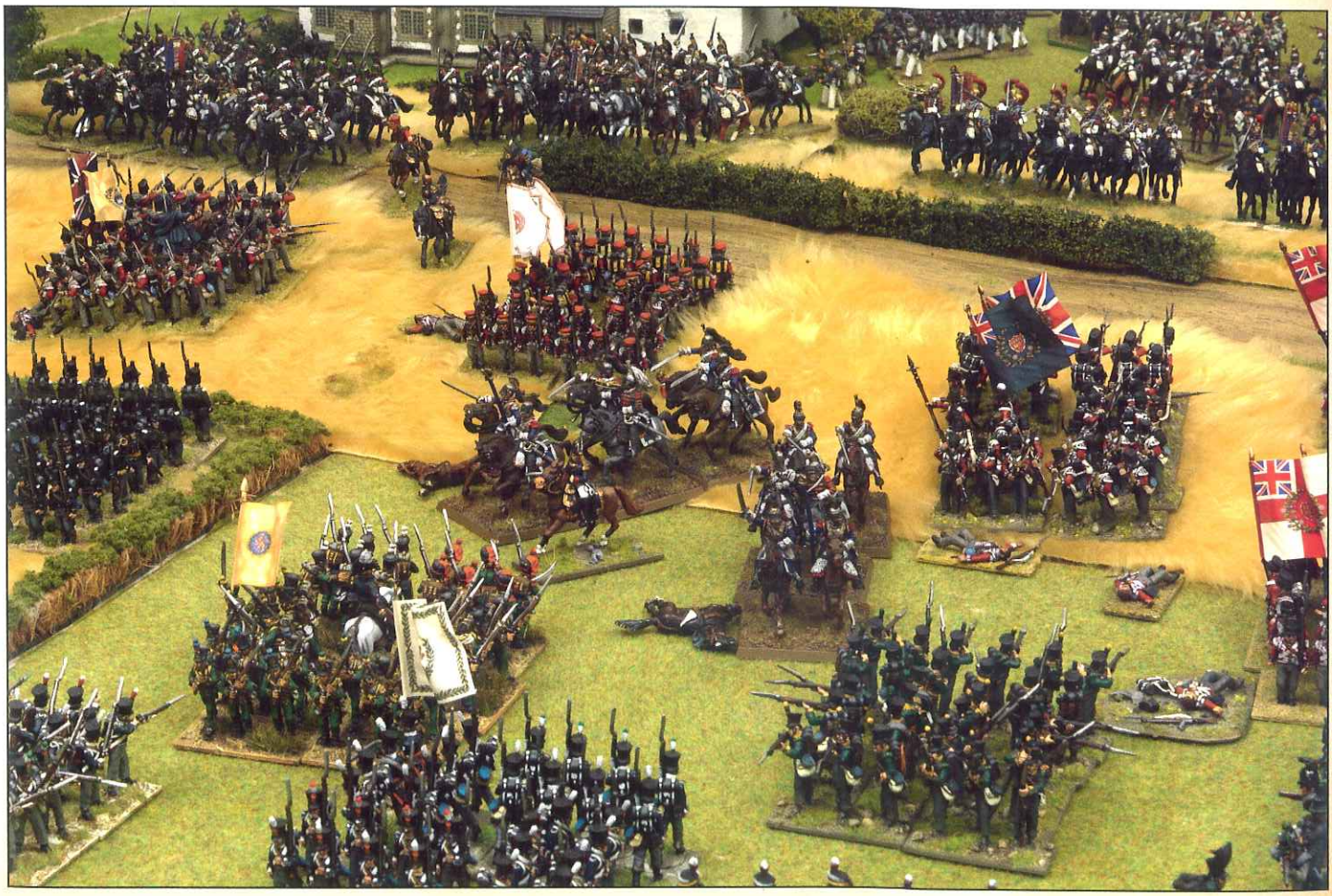
The French forces are reduced to less than half their starting number of units at the end of the game: Allied victory (the Allied side earns 1 Campaign Victory Point).

Any other result: Draw (no Campaign Victory Points for either side).

SCENARIO SPECIAL RULES
Reserves.

CAMPAIGN EFFECTS
A British victory or draw here will have no additional effect on the rest of the campaign. However, as you can see from the victory conditions above, a French victory here is pivotal to Napoleon's overall fortunes, and they therefore earn 2 Campaign Victory Points for a win, rather than 1.





AMPAIGN
CENARIO
9

LA HAIE-SAINTE

The farm of La Haie-Sainte (sometimes spelt La Haye Sainte, and meaning 'Sacred Hedge') was a vital objective at the Battle of Waterloo. Both Wellington and Napoleon realised early on that control of the farm would secure their flank and suppress enemy movements, and it was fought over relentlessly for much of the day.

THE BATTLEFIELD

This scenario is best played on a 6' x 4' board. The farm of La Haie-Sainte is set up about 12" from one of the long edges as shown. The gardens extend from the farm, no closer than 8" to the Allied reserves edge, while an orchard extends from the opposite end of the farm off the French board edge. The Brussels road runs alongside the farm from short edge to short edge, as shown. Most of the features are enclosed by fences, hedgerows or a loose line of conifers. The remainder of the board can be populated by hills or trees if you wish.

The exact layout of your farm may vary from the one shown, depending on your scenery collection, but try to represent the following objectives as best you can:

1. Stables and cowshed – this group of buildings makes up a single large objective.

2. Farmhouse – a sturdy brick building.

3. Barn – a large wooden building.

All of these buildings are linked or enclosed by a surrounding outer wall, with at least one gate, as shown on the map. Historically the gate was an improvised barricade.

FORCES

The outer walls have been hastily bolstered by the defenders, and thus count as fortified positions. Use the rules for attacking walls from the Siege section, pages 98 onwards. Up to a quarter of the Infantry units in the French force may be equipped with ladders.

If you are not using the Order of Battle for La Haie-Sainte, then it is recommended that the French Attackers contain 2,000 points of troops, while the Reinforcements comprise 500 points of troops. The Farm Defenders should consist of 300 points, of which no more than 100 points may be spent on Artillery, and none may be spent on cavalry. The Allied Reinforcements are a standard force of 850 points.

DEPLOYMENT

The Allied army is divided into the Farm Defenders and Reinforcements (see the Order of Battle). The Farm Defenders are deployed first, within the boundaries of the farm itself. The Reinforcements arrive as Reserves from the Allied table edge.

The French army is also split into two forces – Attackers and Reinforcements. The Attackers, including the Army General, deploy within 6" of the French short board edge. The remainder arrive during the battle from that edge as reserves.

WHO GOES FIRST

The French take the initiative on the first turn.

GAME LENGTH

The game lasts for a maximum of 15 turns, but may end sooner if the victory conditions are met.

VICTORY CONDITIONS

French forces control all of the farm objectives at the end of any turn: French victory (the game ends immediately; the French side earns 1 Campaign Victory Point).

Neither side controls a majority of the farm objectives when the game ends: Draw (no Campaign Victory Points for either side).

Allied forces control the majority of the farm objectives when the game ends: Allied victory (the Allies earn 1 Campaign Victory Point).

SCENARIO SPECIAL RULES

Reserves; Objectives.

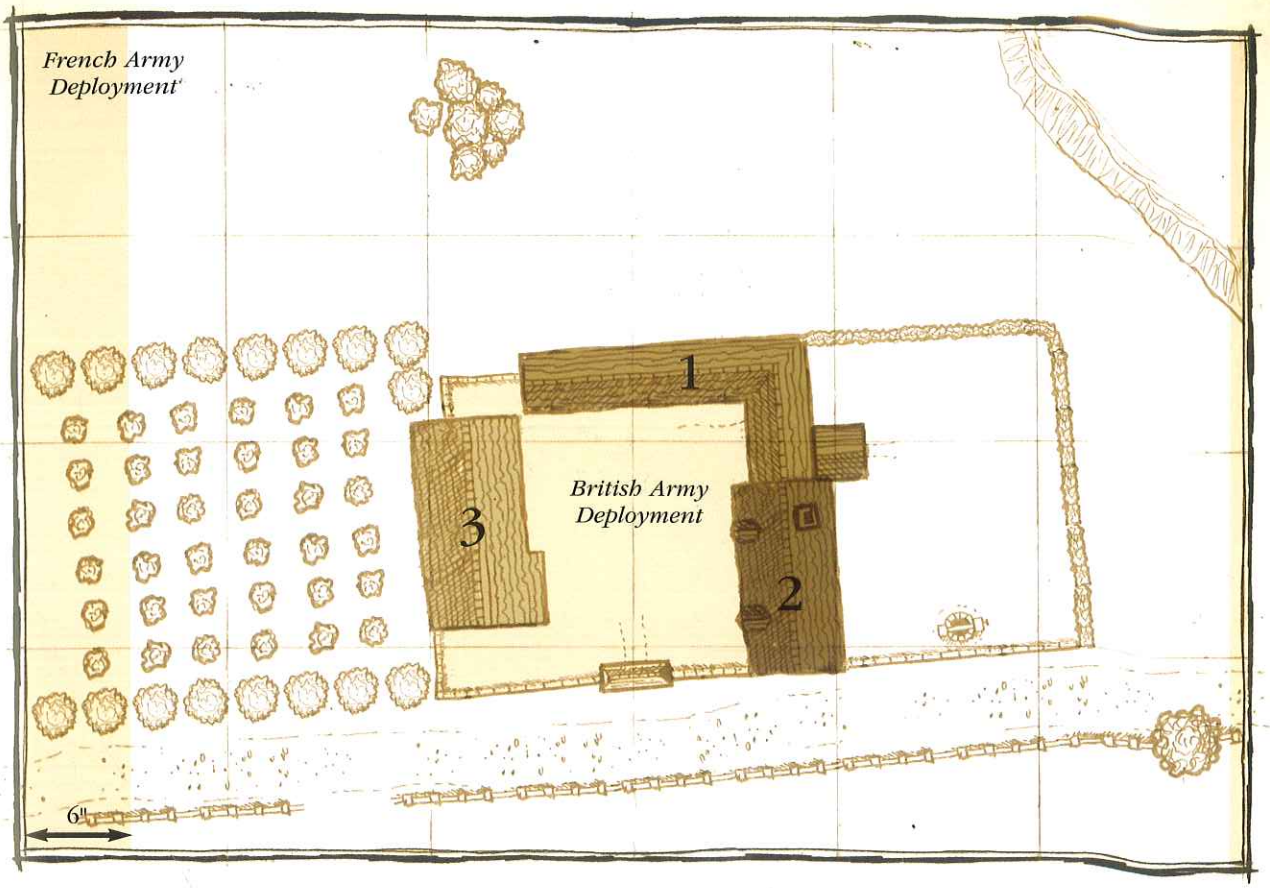
LIBERTÉ, FRATERNITÉ,

EGALITÉ, OU LA MORT.

CAMPAIGN EFFECTS

A British victory or draw here will have no additional effect on the rest of the campaign. However, if the French manage to win this scenario and take La Haie-Sainte, then the Imperial Guard will be in much better shape for the final scenario of the campaign – each Old Guard and Middle Guard unit begins the final scenario at full strength (i.e. the maximum number of companies allowed by the army list on page 118) rather than at the strengths shown in the Order of Battle.

French reserves arrive from this edge



The KGL light infantry begin their desperate defence of the

e defence of La
ie-Sainte, by
olf Northen.
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ich Lessing.

AMPAIGN
CENARIO
10

THE ACTION AT WAVRE

Following their defeat at Ligny, the Prussians had retreated northeast, but not as far as Napoleon had hoped. In an effort to ensure that the Prussians did not regroup and attempt to join Wellington's army, Napoleon dispatched three corps under Marshal Grouchy to put Blücher's Prussians to flight.

THE BATTLEFIELD

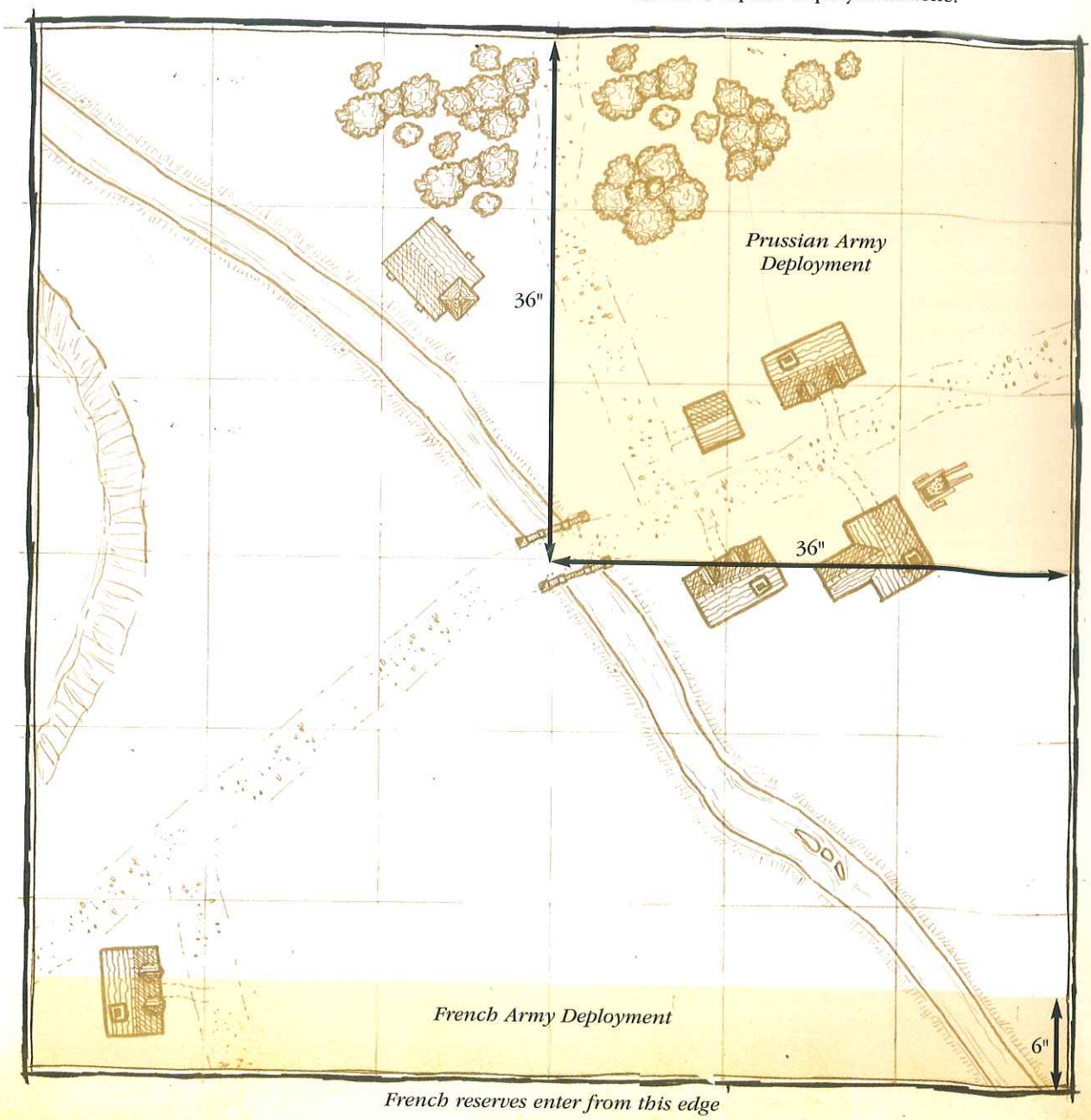
This battle is best played on a large, square board – 6' x 6' or larger is ideal. The River Dyle (very difficult terrain) runs from one corner to the opposite corner. A road runs across the board between the other two corners – forking out if possible, as shown. The road crosses the river at a bridge in the centre of the board. Place some buildings, outhouses, fences and woods on one side of the river – this will be the area that the Allied forces deploy in.

FORCES

If you are not using the Order of Battle for this battle, then it is recommended that you choose armies of around 3,000 points each. The attacking (French) army has an additional 750 points of troops, held in reserve.

DEPLOYMENT

The Allied player places his army in the same quarter of the board as the bulk of the buildings (see the map below), in a 3' square deployment zone.



The French player must choose one of the two board edges that is not half taken up by the Allied deployment zone. The bulk of his force, which includes the Army General, deploys within 6" of the chosen board edge. The smaller portion is held in reserve, and enters play later from the same edge.

WHO GOES FIRST
Dice off as normal to see who gets the initiative in the first turn.

GAME LENGTH
The battle lasts for 12 game turns.

VICTORY CONDITIONS
Victory points are used to calculate the winner at the end of this battle.

SCENARIO SPECIAL RULES
Reserves; Victory Points.

CAMPAIGN EFFECTS
As the historical outcome of this battle was a French victory, there are no additional campaign effects if the French player wins, or if the battle is a draw.

However, if the Prussians win this battle they score 2 Campaign Victory Points instead of 1. In addition, they may arrive at Waterloo earlier than expected, and in greater numbers. Do not play Scenario 11: Plancenoit. Instead, look at the orders of battle for the Prussian units in that scenario (assuming they survived this battle, of course) and choose up to 3 units to use as reserves in Scenario 12: The Imperial Guard Attack, in addition to the regular forces.

Prussian musketeers sound the advance at Wavre.

MPAIGN
ENARIO
11

PLANCENOIT

The first of the Prussians to arrive at Waterloo was Bülow's IV Corps. They moved on to Plancenoit, pushing aside Lobau's VI Corps en route. When they reached Plancenoit, the Prussians were confronted by the remnants of Lobau's army, plus a determined Young Guard.

THE BATTLEFIELD

This battle is best played on a large, square board – 6' x 6' is ideal. The church and its walled graveyard should be placed within 18" of the centre of the board, and at least four other buildings should be placed nearby. Try to concentrate the buildings in one quarter of the board – this will be the area initially occupied by the French. The rest of the board can contain scattered buildings and walled fields as you see fit.

FORCES

If you are not using the Order of Battle for this scenario, then it is recommended that you choose armies of around 2,500 points each. It is recommended that the French forces comprise mostly infantry.

DEPLOYMENT

The French army is divided into two parts – Lobau's Defenders and the Imperial Guard. Lobau's defenders are placed first, in an L-shaped deplyment zone extending 12" from the edge of the board, 3' from the French deployment corner. The Imperial Guard are held in reserve, and enter play later, arriving from the board edge 3' from that same corner.

The Prussian player then places his forces in exactly the same sized deployment zone, extending from the opposite corner, as shown opposite. The Prussian player may choose up to half of his units to begin the game in reserve if he wishes.

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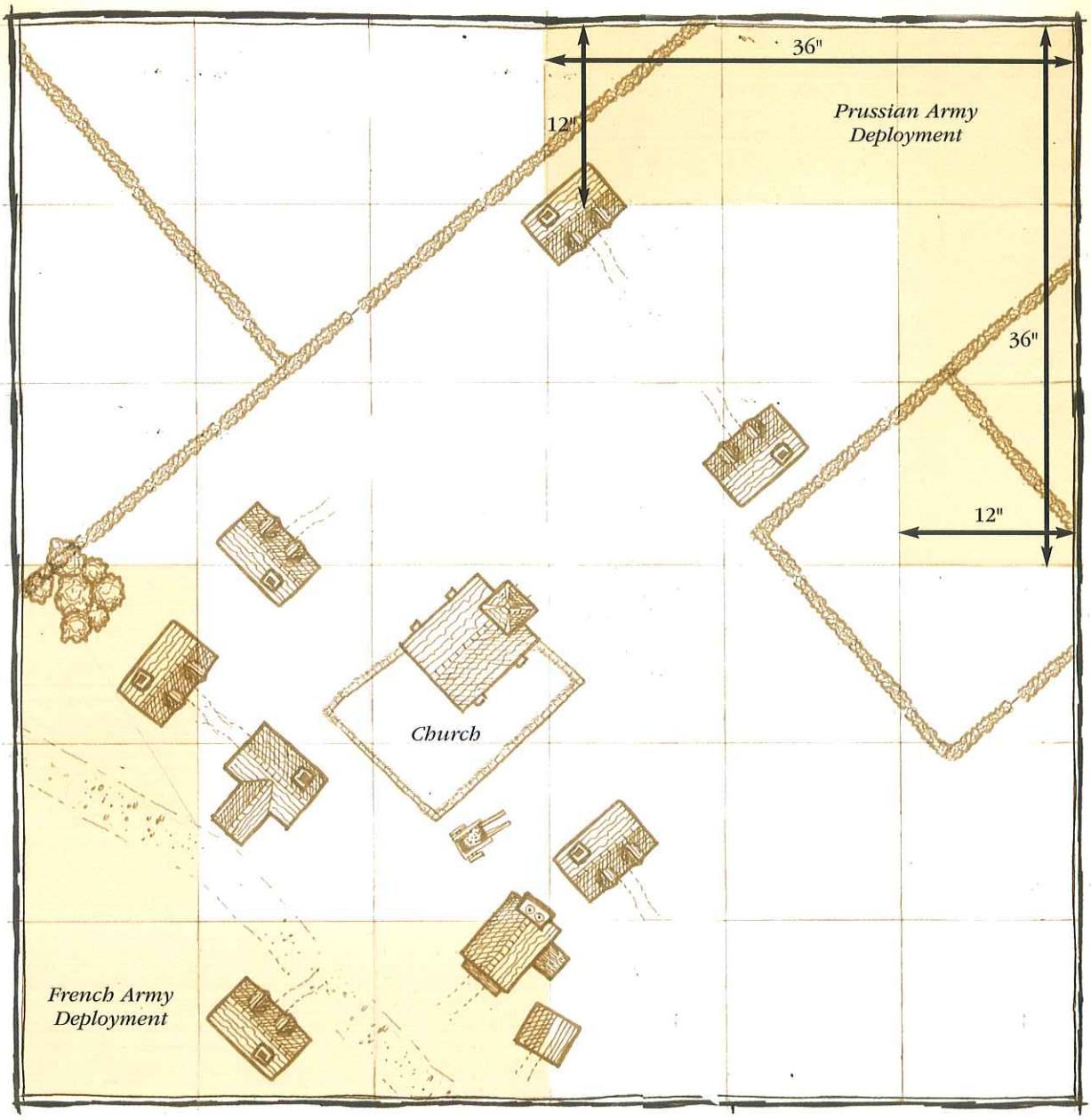
r-attack.



LIBERTÉ. ÉGALITÉ.

WHO GOES FIRST
Dice off as normal to see who gets the initiative in the first turn.

GAME LENGTH
The battle lasts for 15 game turns.

VICTORY CONDITIONS
Victory Points are used to calculate the winner at the end of this battle. There are several objectives in this scenario, which are worth a number of Victory Points for whichever side controls them at the end of the battle.

The church and graveyard form a single objective, which is worth an extra 100 Victory Points.

At the start of the game, nominate three buildings within 18" of the church. These are also objectives, and are worth 50 Victory Points each.

SCENARIO SPECIAL RULES
Objectives; Reserves; Victory Points.

CAMPAIGN EFFECTS
Plancenoit was fought over hard, with reserves swinging possession of the buildings first one way and then the other. This part of the battle could have gone either way. Other than the usual conditions of unit replenishment, experience and officer deaths, this battle has no further effect on the campaign.

"The Prussians storm Plancenoit" (Afternoon of 18 June; the 4th; Prussian corps under Buelow defeat the 6th corps of the Napoleonic army under Count Lobau). Painting by Adolf Northen Photo: akg-images, London/ Erich Lessing.

MPAIGN
ENARIO
12

THE IMPERIAL GUARD ATTACK

Napoleon had been forced to use his Imperial Guard to bolster his forces at Plancenoit, and now saw a further use for his most faithful soldiers. Wellington's centre was exposed, and Napoleon summoned his Middle Guard to spearhead a do-or-die assault; a last, desperate bid to snatch victory at Waterloo!

THE BATTLEFIELD

This battle is best played on a large, square board – 6' x 6' is ideal. Scenery is sparse – a few hills and possibly open fields of corn or long grass near the Allied deployment zone would be appropriate.

FORCES

If you are not using the Order of Battle for this scenario, then it is recommended that you choose armies of around 3,750 points each. The Allied force should contain at least two battalions of elite infantry, which are held in reserve. The French force should spend at least half its points on the Spearhead, and up to a quarter of its points on both the Reserves and Artillery sections of the army.

DEPLOYMENT

The Allied player chooses a board edge and places his army within 6" of it. The units of British Guard infantry are held in reserve, and enter play from the same edge.

The French forces are split into three sections: a Spearhead, containing most of the officers and the Middle Guard, an Artillery contingent, and Reserves, containing the Old Guard. The French player deploys his Spearhead units up to 36" onto the board, measured from the edge opposite the Allied deployment zone, but no closer than 12" to the board edge. His artillery must deploy within 12" of his board edge. The Old Guard are held in reserve, and enter play later from the same edge.

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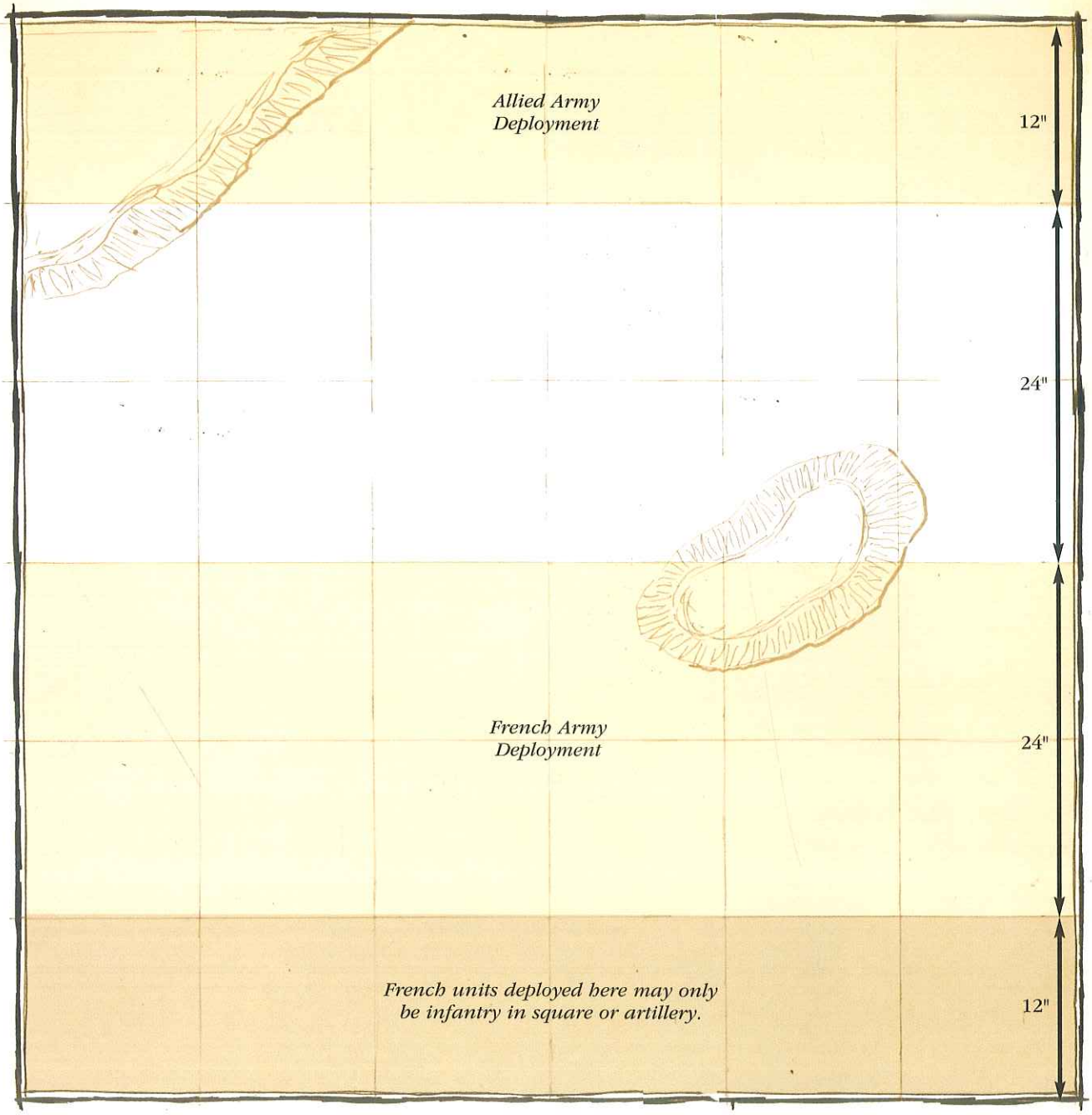


WHO GOES FIRST
Dice off as normal to see who gets the initiative in the first turn.

GAME LENGTH
The battle lasts for 15 game turns.

VICTORY CONDITIONS
Victory points are used to calculate the winner at the end of this battle. As this battle signals the last gambit of Napoleon, the winner of this scenario earns 2 Campaign Victory Points instead of 1.

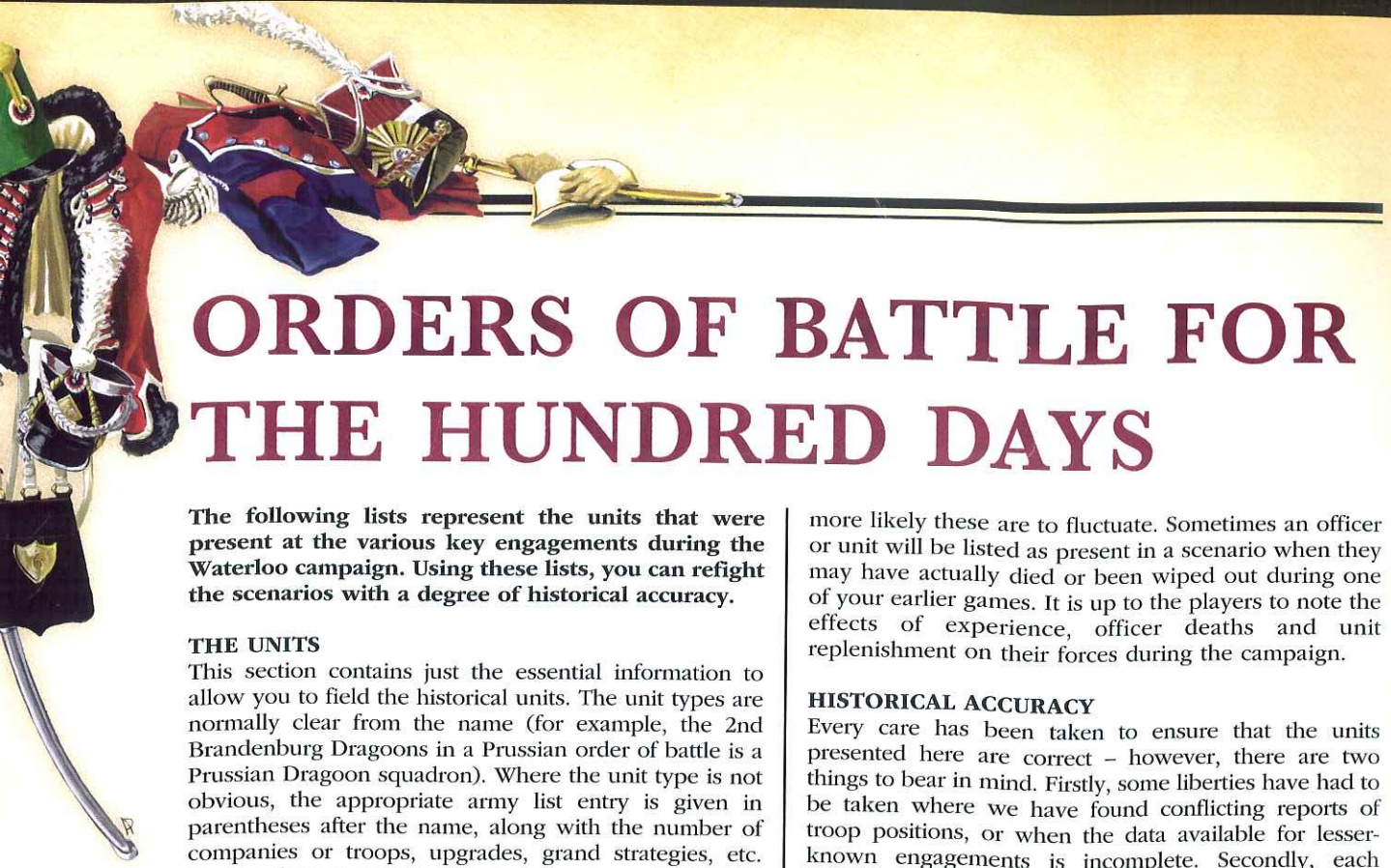
SCENARIO SPECIAL RULES
Reserves; Victory Points.

"La Garde meurt, elle ne se rend pas!"

('The Guard dies, it does not surrender!')

- Response of the Old Guard when ordered to lay down their arms.

CAMPAIGN EFFECTS
None – this is the climactic battle of the campaign.



ORDERS OF BATTLE FOR THE HUNDRED DAYS

The following lists represent the units that were present at the various key engagements during the Waterloo campaign. Using these lists, you can refight the scenarios with a degree of historical accuracy.

THE UNITS

This section contains just the essential information to allow you to field the historical units. The unit types are normally clear from the name (for example, the 2nd Brandenburg Dragoons in a Prussian order of battle is a Prussian Dragoon squadron). Where the unit type is not obvious, the appropriate army list entry is given in parentheses after the name, along with the number of companies or troops, upgrades, grand strategies, etc. Finally, if a unit is led by an officer (such as a colonel for a British line battalion), then the details are listed along with the unit information. If there is no information listed, assume that the unit is led by its basic officer type (a captain, in the case of the above example).

STARTING STRENGTHS

The orders of battle represent the number of companies and upgrades that each unit begins the campaign with – the more often they are used in the campaign, the more likely these are to fluctuate. Sometimes an officer or unit will be listed as present in a scenario when they may have actually died or been wiped out during one of your earlier games. It is up to the players to note the effects of experience, officer deaths and unit replenishment on their forces during the campaign.

HISTORICAL ACCURACY

Every care has been taken to ensure that the units presented here are correct – however, there are two things to bear in mind. Firstly, some liberties have had to be taken where we have found conflicting reports of troop positions, or when the data available for lesser-known engagements is incomplete. Secondly, each scenario in the campaign is a 'snapshot' of the battle, and so we have only presented those units that would have been involved in the fighting at that point in time. Finally, you will notice that sometimes the army list limitations are disregarded here – for example, a General may be present in a force that would otherwise be too small to legally field him, or horse artillery may accompany an infantry brigade. In the context of an historical refight, such alterations are perfectly acceptable, as they represent the exception rather than the rule.

Scenario 1: The Action At Gilly

ALLIED ARMY

The Allied army was drawn from the Prussian II Army Corps, under Lieutenant-General von Pirch II. This scenario uses the following units from that Corps, organised into brigades.

OFFICERS

Army General: Lt-Gen. von Pirch II (Prussian General on horse). Von Pirch has the Barked Commands Grand Strategy.

Lt-Gen. von Roeder (Prussian General on horse).

II CORPS 5TH INFANTRY BRIGADE

- Maj-Gen. von Tippelskirch (Prussian Colonel on horse).
- 1/2 Musketeers (6 companies, inc. 2 companies of Jaegers). Led by Maj. von Cardell (Prussian Major).
- 2/2 Musketeers (4 companies). Led by Maj. von Donop (Prussian Major).
- 2nd Fusiliers (4 companies).
- 10th Foot Artillery (2 medium cannon and 1 light howitzer). Led by Cpt. Magenhofer (Prussian Artillery Captain).

LANDWEHR

This unit is not attached to a brigade.

- 5th Westphalian Landwehr, 1st Battalion (6 companies).

RESERVE CAVALRY BRIGADE

- Major-General von Treskow II (Prussian Colonel on horse).
- 2nd Brandenburg Dragoons (one troop). Led by Lt-Col. von Woiski (Prussian Colonel).
- 5th West Prussian Dragoons (two troops). Led by Maj. von Osten (Prussian Major).
- 3rd Uhlan Cavalry (one troop). Led by Lt-Col. von Stutterheim (counts as a Prussian Major).

FRENCH ARMY

The French army was drawn from the III Army Corps, under Général de Division Vandamme, and several squadrons of Old Guard Dragoons. This scenario uses the following units from those forces.

OFFICERS

Army General: Dominique Vandamme (French Général de Division on horse). Vandamme has the Tactical Redeployment Grand Strategy.

General Letort (French Général de Division on horse).

III CORPS, 8TH INFANTRY DIVISION, 1ST BRIGADE

- Général de Brigade Baron Billiard (on horse).
- 1/15 Régiment de Légère (6 Regular Light Infantry companies, inc. 1 Carabinier company).
- 1/23 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company). Led by Col. Vernier (Chef de Bataillon).
- 2/23 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 3/23 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 1st Reserve Foot Artillery (3 medium cannon).

5TH LIGHT CAVALRY BRIGADE

- Général de Brigade Jacques Subervie (on horse).
- 1/2 Chasseurs à Cheval (3 companies).
- 2/2 Chasseurs à Cheval (3 companies).
- 3/1 Horse Artillery (2 light cannon).

IMPERIAL GUARD UNITS

This unit is not attached to a brigade.

- 1st Empress's Dragoons (6 companies).

SCENARIO 2: QUATRE BRAS (PART 1)

ALLIED ARMY

The Allied army was drawn from the 2nd Dutch-Belgian Infantry Division, under Lieutenant-General Perponcher-Sedlnitzky. This scenario uses the following units from that force, organised into brigades.

OFFICERS

Army General: Lt-Gen. Perponcher (Dutch General on horse). Perponcher has the Strategic Withdrawal Grand Strategy.

Chief of Staff Col. Baron van Zuylen van Nyevelt (Dutch Colonel on horse).

II NETHERLANDS INFANTRY DIVISION, 1ST BRIGADE

- Maj-Gen. van Bijlandt (Dutch Colonel on horse).
- 27th Dutch Jaeger Battalion (6 companies).
- 7th Belgian Line Battalion (6 companies).
- 5th Dutch Militia (4 companies).
- 7th Dutch Militia (6 companies).
- 1st Brigade Horse Artillery (2 medium cannon and 1 light howitzer). Led by Cpt. Bijvleveld (Dutch Artillery Captain).

II NETHERLANDS INFANTRY DIVISION, 2ND BRIGADE (FIRST SECTION)

- Maj-Gen HSH Prince Bernard (Nassau Colonel on horse).
- 1/2 Nassau Line Battalion (6 companies, including Light company and Heavy company).
- 2/2 Nassau Line Battalion (6 companies, including Light company and Heavy company). Led by Maj. von Normann (Nassau Major).
- 3/2 Nassau Line Battalion (6 companies, including Light company and Heavy company). Led by Maj. Hegmann (Nassau Major on horse).

II NETHERLANDS INFANTRY DIVISION, 2ND BRIGADE (SECOND SECTION)

- The Duke of Saxe-Weimar (Nassau Colonel on horse).
- 1/28 Nassau Line Battalion (6 companies, including Light company and Heavy company).
- 2/28 Nassau Line Battalion (4 companies). Led by Maj. Schleyer (Nassau Major).
- 2nd Brigade Nassau Jaegers (2 companies).
- 2nd Brigade Foot Artillery (2 medium cannon and 1 light howitzer).

FRENCH ARMY

The French army was drawn from the Reille's II Corps, and were led by Marshal Ney. This scenario uses the following units from those forces, organised into brigades.

OFFICERS

Army General: Marshal Michel Ney (see page 267).

General Charles Reille (French Général de Division on horse). Reille has the Feint Grand Strategy.

Prince Jérôme Bonaparte (French Général de Division on horse).

II CORPS 5TH INFANTRY DIVISION, 1ST BRIGADE

- Maréchal de Camp Baron Husson (French Maréchal on horse).
- 1/3 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company). Led by Col. Baron Vautrin (Chef de Bataillon).
- 2/3 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 1/61 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company). Led by Col. Bouge (Chef de Bataillon).
- 2/61 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 18/6 Foot Artillery (2 medium cannon and 1 light howitzer).

II CORPS 9TH INFANTRY DIVISION, 1ST BRIGADE, 93RD LIGNE

- Col. Tissot (French Colonel on horse).
- 1/93 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 2/93 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company). Led by Maj. Luguot (Chef de Bataillon).
- 3/93 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 1/6 Foot Artillery (2 medium cannon and 1 light howitzer).

2ND CAVALRY DIVISION CONTINGENT

These units are not attached to a brigade, but act independently.

- 1/1 Chasseurs à Cheval (3 companies).
- 2/1 Chasseurs à Cheval (3 companies).
- 1/5 Lancers (3 companies, with lances).
- 2/5 Lancers (3 companies, with lances).

SCENARIO 3: LIGNY

ALLIED ARMY

The Allied army was drawn from the I and III Prussian Army Corps, under the general control of Field Marshal Blücher. This scenario uses the following units from that force, organised into brigades.

OFFICERS

Field Marshal Blücher (see page 271 for full rules).

Baron von Thieleman (Prussian General on horse).

I ARMY CORPS, 1ST INFANTRY BRIGADE (REGULARS)

- Maj-Gen. Steinmetz (Prussian Colonel on horse).
- 1/12 Musketeers (6 companies, inc. two companies of Jaegers). Led by Maj. von Wietersheim.
- 2/12 Musketeers (4 companies).
- 12th Fusiliers (4 companies).
- 7th Foot Artillery (2 medium cannon and 1 light howitzer). Led by Cpt. Schaale (Prussian Artillery Captain).

I ARMY CORPS, 1ST INFANTRY BRIGADE (LANDWEHR)

- Major von Laurens (Prussian Major on horse).
- 1/24 Landwehr (6 companies).
- 2/24 Landwehr (6 companies).
- 3/24 Landwehr (6 companies).
- 7th Horse Artillery (2 medium cannon and 1 light howitzer). Led by Cpt. Richter (Prussian Artillery Captain).

III ARMY CORPS, 1ST RESERVE CAVALRY BRIGADE

- Maj-Gen. von Lottum (Prussian Colonel on horse).
- 7th Westphalian Dragoons (one troop).
- 5th Uhlan Cavalry (one troop).
- 7th Rhineland Uhlans (one troop).
- 8th Rhineland Uhlans (one troop).

FRENCH ARMY

The French army was drawn from the II and III French Army Corps, under the general control of Napoleon himself. This scenario uses the following units from that force, organised into brigades.

OFFICERS

Napoleon Bonaparte (see page 266 for full rules).

Marshal Soult (French Maréchal on horse). Soult has the Chain of Command Grand Strategy.

II CORPS, 7TH INFANTRY DIVISION, 1ST BRIGADE

- Général de Brigade Devilliers (on horse).
- 1/82 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 2/82 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 1/11 Régiment de Légère (6 Regular Light Infantry companies, inc. 1 Carabinier company).
- 2/11 Régiment de Légère (6 Regular Light Infantry companies, inc. 1 Carabinier company).
- 1/7 Foot Artillery (2 medium cannon and 1 light howitzer).

FRENCH RESERVES

Dominique Vandamme (see Scenario 1).

III CORPS, 11TH INFANTRY DIVISION, 1ST BRIGADE

- Général de Brigade Dufour (on horse).
- 1/12 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 2/12 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 1/56 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 2/56 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 2/11 Foot Artillery (2 medium cannon and 1 light howitzer). Led by Cpt. Lecorbeiller (French Artillery Captain).

III CORPS, 3RD CAVALRY DIVISION, 4TH CHASSEURS A CHEVAL

- Général de Brigade Domanget (on horse).
- 1/4 Châsseurs à Cheval (3 companies).
- 2/4 Châsseurs à Cheval (3 companies).
- 3/4 Châsseurs à Cheval (3 companies).
- 1/3 Horse Artillery (2 medium cannon and 1 light howitzer).

ENARIO 4: QUATRE BRAS (PART 2)

LIED DEFENDERS

Allied Defenders comprised those that remained from the 2nd Dutch-an Infantry Division, under enant-General Perponcher-itzky.

CERS

General: William, Prince of ge (Mounted Dutch General orse).

of Staff, Maj-Gen. Baron tant-Rebecque (Mounted Dutch nel on horse, with aides).

n. Perponcher (see Scenario 2).

ETHERLANDS INFANTRY SION, 1ST BRIGADE

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ETHERLANDS INFANTRY SION, 2ND BRIGADE (FIRST TION)

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ED REINFORCEMENTS

Allied Reinforcements are made troops from van Merlen's ry Brigade, Picton's 5th British try Division, and the Brunswick s. The troops are listed here, ised into brigades.

CERS

enant General Sir Thomas Picton page 270).

HERLANDS I CORPS, 3RD ALRY BRIGADE, HUSSARS

aron van Merlen (Dutch General n horse).
6 Dutch Hussars (3 companies).
6 Dutch Hussars (3 companies).
6 Dutch Hussars (3 companies).
6 Dutch Hussars (3 companies).

BRITISH INFANTRY SION, 8TH BRIGADE

aj-Gen. Sir Denis Pack (British olonel on horse).
1 Guards (British Guards ttalion: 6 companies, including ght company and Grenadiers).
d by Maj. Campbell (British ajor).
2nd Foot (British Regular Line ttalion: 6 companies, including ght company and Grenadiers).
d by Maj. R. H. Dick (British ajor).
th Foot – The Black Watch ritish Elite Line Battalion: companies, including Light mpany and Grenadiers).
d by Lt-Col. Hammerton ritish Colonel).
2nd Gordon Highlanders (British ite Line Battalion: 6 companies, cluding Light company and renadiers). Led by Maj. acdonald (British Major).
h Divisional Royal Foot Artillery medium cannon and 1 light owitzer).

BRUNSWICK CONTINGENT, LINE INFANTRY BRIGADE

- Prince Frederick William, Duke of Brunswick-Wolfenbüttel (Brunswicker Colonel on horse).
- 1st Brunswick Line (6 companies). Led by Major Metzner.
- 2nd Brunswick Line (6 companies). Led by Major von Strombeck.
- 3rd Brunswick Line (6 companies). Led by Major von Normann.
- Brunswick Avantgarde Battalion (4 companies).
- Brunswick Foot Artillery (2 medium cannon).

FRENCH ARMY

The French army comprises the remnants of Reille's II Corps from the first Quatre Bras assault, led by Marshal Ney. They are also reinforced by Kellerman's III Reserve Cavalry Corps. This scenario uses the following units from those forces, organised into brigades.

OFFICERS

Army General: Marshal Michel Ney (see page 267 for full rules).

Jean Baptiste Drouet, Comte d'Erlon (French Général de Division on horse). D'Erlon has the For the Emperor! Grand Strategy.

General Charles Reille (see Scenario 2).

General Francois Kellerman (French Général de Division on horse).

II CORPS 5TH INFANTRY DIVISION, 1ST BRIGADE

See Scenario 2 for the composition of this brigade.

11TH CAVALRY DIVISION, 1ST BRIGADE

- Maréchal de Camp Baron Picquet (French Maréchal on horse).
- 1/2 Dragoons (3 companies). Led by Col. Planzeau (Chef d'escadron).
- 2/2 Dragoons (3 companies).
- 3/2 Dragoons (3 companies).
- 4/2 Dragoons (3 companies).
- 3/2 Horse Artillery (2 medium cannon and 1 light howitzer). Led by Cpt. Marcillac (French artillery capitaine).

11TH CAVALRY DIVISION, 2ND BRIGADE

- Maréchal de Camp Baron Guiton (French Maréchal on horse).
- 1/8 Cuirassiers (3 companies). Led by Col. Garavaque (Chef d'escadron).
- 2/8 Cuirassiers (3 companies).
- 3/8 Cuirassiers (3 companies).

2ND CAVALRY DIVISION CONTINGENT

These units are not attached to a brigade, but act independently.

- 1/5 Lancers (3 companies, with lances).
- 2/5 Lancers (3 companies, with lances).

SCENARIO 5: GENAPPE

ALLIED ARMY

ALLIED FORCE A

The forces for Option A – Rearguard are drawn from various British Cavalry brigades, under general command of the Earl of Uxbridge. This scenario uses the following units from those forces, organised into brigades.

OFFICERS

Army General: Henry William Paget, Earl of Uxbridge (see page 269 for full rules).

Maj-Gen. Lord Edward Somerset (British Colonel on horse).

HOUSEHOLD CAVALRY BRIGADE, 1ST LIFE GUARDS & RHG (BLUES)

- Lt-Col. Ferrior (British Colonel on horse).
- 2nd Life Guards (British Guard Cavalry: 3 companies).
- 1st RHG (British Guard Cavalry: 3 companies).
- 2nd RHG (British Guard Cavalry: 3 companies).

3RD BRITISH CAVALRY BRIGADE, 23RD LIGHT DRAGOONS

- Major Cutliffe (British Major on horse).
- 1/23 Light Dragoons (3 companies).
- 2/23 Light Dragoons (3 companies).
- 3/23 Light Dragoons (3 companies).

5TH BRITISH CAVALRY BRIGADE, 7TH HUSSARS

- Lt-Col. Sir Edward Kerrison (British Colonel on horse).
- 1/7 Hussars (3 companies).
- 2/7 Hussars (3 companies).
- 3/7 Hussars (3 companies).

Also present, but not included in a brigade are:

- 1st Life Guards (British Guard Cavalry: 3 companies).
- RHA Rocket Troop (2 companies). Led by Major Whinyates (counts as a British Artillery Captain).
- 'G' Troop RHA (British Horse Artillery: 2 medium cannon, 1 light howitzer). Led by Cpt. Mercer (British Artillery Captain).

ALLIED FORCE B

The forces for Option B – Pursuit are drawn from the fleeing infantry units from Quatre Bras, with a supporting contingent of cavalry, under command of the Earl of Uxbridge. This scenario uses the following units from those forces, put into brigades.

OFFICERS

Army General: Henry William Paget, Earl of Uxbridge (see page 269 for full rules).

Lieutenant General Sir Thomas Picton (see page 270).

5TH BRITISH INFANTRY DIVISION, 8TH BRIGADE

See Scenario 4 for the composition of this brigade.

3RD BRITISH CAVALRY BRIGADE, 23RD LIGHT DRAGOONS

See above for the composition of this brigade.

Also present, but not included in a brigade are:

- 1st Life Guards (British Guard Cavalry: 3 companies).
- RHA Rocket Troop (2 companies). Led by Maj. Whinyates (counts as a British Artillery Captain).
- 1st Brunswick Line (see scenario 4).
- 2nd Brunswick Line (see scenario 4).

FRENCH ARMY

The French army comprises cavalry units from the French I, VI and Reserve Cavalry Corps, under the command of General Jacquinot. This scenario uses the following units from those forces, organised into brigades.

OFFICERS

Army General: General Baron Charles Claude Jacquinot (French Général de Division on horse).

I CORPS, 1ST CAVALRY DIVISION, 7TH HUSSARS

- Col. Baron Marbot (French Colonel on horse).
- 1/7 Hussars (3 companies).
- 2/7 Hussars (3 companies).
- 3/7 Hussars (3 companies).

I CORPS, 1ST CAVALRY DIVISION, 3RD LANCIERS

- Col. Martigue (French Colonel on horse).
- 1/3 Lancers (3 companies).
- 2/3 Lancers (3 companies).
- 3/3 Lancers (3 companies).

I CORPS, 1ST CAVALRY DIVISION, 3RD CHASSEURS A CHEVAL

- Col. Marquis de la Woestine (French Colonel on horse).
- 1/3 Châsseurs à Cheval (3 companies).
- 2/3 Châsseurs à Cheval (3 companies).
- 3/3 Châsseurs à Cheval (3 companies).

I RESERVE CAVALRY CORPS, 5TH CAVALRY DIVISION, 1ST LANCIERS

- Col. Jacquinot (French Colonel on horse).
- 1/1 Lancers (3 companies).
- 2/1 Lancers (3 companies).
- 3/1 Lancers (3 companies).
- 4/1 Lancers (3 companies).
- 3/1 Horse Artillery (1 medium cannon, 1 light howitzer). Led by Cpt. Duchemin (French Artillery Captain).

SCENARIO 6: HOUGOUMONT

ALLIED ARMY

The Allied army was drawn from a collection of British Guard battalions, Nassauers and Hanoverians. This scenario uses the following units from that force.

FARM DEFENDERS
OFFICERS
Army General: Lt-Col. Macdonnell (British Colonel). Macdonnell has the Barked Commands grand strategy.

INFANTRY UNITS
These units are not organised into a brigade.

1/2 Nassau Line Battalion (see Scenario 2).

2nd Coldstream Guards (British Guards Battalion: 6 companies, including Light company, Grenadiers and Engineers). Led by Major Woodford.

2 Guard Light Companies* (2 Light Companies of British Guards). Led by Lt-Col. Baron Saltoun (British Colonel).

** This type of formation is not normally allowed by the army lists, and is unique to this scenario. The unit has no colours or drummer, but Lt-Col. Saltoun is positioned in one of the companies, thus forming a Command Company.*

Luneberg Landwehr (Hanoverian Landwehr Battalion: 3 companies).

1st Field Jaegers (Hanoverian Jaeger Battalion: 2 companies).

ALLIED REINFORCEMENTS

OFFICERS
Maj-Gen. Sir John Byng (British Colonel on horse).

INFANTRY & ARTILLERY UNITS
These units are not organised into a brigade.

2/3 Foot Guards (British Guards Battalion: 8 companies, including Light company and Grenadiers). Led by Major Hepburn.

2/1 KGL Line (KGL Line Battalion: 6 companies, including Light company and Grenadiers). Led by Lt-Col. von Schroder (KGL Colonel).

Brunswick Lieb Battalion (Brunswick Light Infantry Battalion: 4 companies).

Salzgritter Landwehr (Hanoverian Landwehr Battalion: 4 companies).

'F' Troop RHA (British Horse Artillery battery: 2 medium cannon and 1 light howitzer). Led by Lt-Col. Webber-Smith (count as British Artillery Captain).

FRENCH ARMY

The French army was drawn from the II Army Corps. This scenario uses the following units from that force, organised into brigades.

SECTION A

OFFICERS
- Army General: Maréchal de Camp Baron Bauduin (French Maréchal on horse).

II CORPS 6TH INFANTRY DIVISION, 1ST BRIGADE, 1ST LEGERE
- Col. Despan-Cubières (French Colonel on horse).
- 1/1 Régiment de Légére (6 Regular Light Infantry companies, inc. 1 Carabinier company).
- 2/1 Régiment de Légére (6 Regular Light Infantry companies, inc. 1 Carabinier company).
- 3/1 Régiment de Légére (6 Regular Light Infantry companies, inc. 1 Carabinier company).
- 2/2 Foot Artillery (2 medium cannon, 1 light howitzer). Led by Cpt. Meunier (French Artillery Captain).

II CORPS 6TH INFANTRY DIVISION, 1ST BRIGADE, 2ND LEGERE
- Col Maigros (French Colonel on horse).
- 1/2 Régiment de Légére (6 Regular Light Infantry companies, inc. 1 Carabinier company).
- 2/2 Régiment de Légére (6 Regular Light Infantry companies, inc. 1 Carabinier company).
- 3/2 Régiment de Légére (6 Regular Light Infantry companies, inc. 1 Carabinier company).
- 4/2 Régiment de Légére (6 Regular Light Infantry companies, inc. 1 Carabinier company).

SECTION B

OFFICERS
- Maréchal de Camp Baron Soye (French Maréchal on horse).

II CORPS 6TH INFANTRY DIVISION, 2ND BRIGADE, 1ST LIGNE
- Col Cornebise (French Colonel on horse).
- 1/1 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 2/1 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 3/1 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).

II CORPS 6TH INFANTRY DIVISION, 1ST BRIGADE, 2ND LIGNE
- Col Trippe (French Colonel on horse).
- 1/2 Régiment de Ligne (six Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 2/2 Régiment de Ligne (six Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 3/2 Régiment de Ligne (six Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).

ARTILLERY UNITS
This unit is not part of a brigade.
- 2/2 Horse Artillery (2 medium cannon, 1 light howitzer). Led by Cpt. Lebeau (French Artillery Captain).

SCENARIO 7: CAVALRY ATTACK

ALLIED INFANTRY & ARTILLERY FORCE

The Allied forces comprised units from the 5th British Infantry Division, with several Dutch-Belgian units.

5th British Infantry Division, 8th Brigade

See Scenario 4 for the composition of this brigade. Denis Pack also serves as the Army General.

DUTCH-BELGIAN UNITS
The following units are not organised into a brigade, but operate independently. See Scenario 2 for details of these units.
- 7th Belgian Line Battalion.
- 5th Dutch Militia.
- 7th Dutch Militia.

ALLIED CAVALRY RESERVE
The Allied Reinforcements are made up of troops from the 2nd British Cavalry Brigade, under the Hon. Sir William Ponsonby. The troops are listed here, organised into brigades.

OFFICERS
Maj-Gen. Sir Ponsonby (British Colonel on horse). Ponsonby has The Day's Fox Grand Strategy.

UNION CAVALRY, 2ND ROYAL NORTH BRIGADE
- Lt-Col. Hamilton (British Colonel on horse).
- 1st Scots Greys (3 companies).
- 2nd Scots Greys (3 companies).
- 3rd Scots Greys (3 companies).

UNION CAVALRY, 6TH (INNISKILLING) BRIGADE
- Lt-Col. Muter (British Colonel on horse).
- 1st Inniskilling Dragoons (3 companies of Dragoon Guards).
- 2nd Inniskilling Dragoons (3 companies of Dragoon Guards).
- 3rd Inniskilling Dragoons (3 companies of Dragoon Guards).

FRENCH ARMY

The French army comprises part of d'Erlon's I Army Corps. This scenario uses the following units from those forces, organised into brigades.

OFFICERS
Army General: Jean Baptiste Drouet, Comte d'Erlon (see Scenario 4).

General Baron Pierre Louis Binet de Marcognet (French Général de Division on horse).

I CORPS 3RD INFANTRY DIVISION, 1ST BRIGADE
- Maréchal de Camp Noguès (French Maréchal on horse).
- 1/21 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company). Led by Col. Baron Carré (Chef de Bataillon).
- 2/21 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 1/46 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company). Led by Col. Dupré (Chef de Bataillon).
- 2/46 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).

I CORPS 3RD INFANTRY DIVISION, 2ND BRIGADE
- Maréchal de Camp Baron Grenier (Maréchal on horse).
- 1/25 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company). Led by Col. Galté (Chef de Bataillon).
- 2/25 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 1/45 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company). Led by Col. Chapuset (Chef de Bataillon).
- 2/45 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).

FRENCH ARTILLERY
These units are deployed independently
- 11/6 Foot Artillery (2 heavy cannon, 1 light howitzer). Led by Capitaine Charlet.
- 19/6 Foot Artillery (2 medium cannon, 1 light howitzer). Led by Capitaine Emon.
- 9/6 Foot Artillery (2 medium cannon, 1 light howitzer). Led by Capitaine Bourgeois.

CENARIO 8: ASSAULT ON THE SQUARES

LLIED ARMY

e Allied army was drawn from the British ards and 3rd Infantry Divisions. They re eventually supported by Lord ridge, who led the remnants of the on and Household Cavalry brigades, ng with some Dutch cavalry. This nario uses the following units from se divisions, organised into brigades.

LIED INFANTRY & TILLERY FORCE

FICERS

ny General: Maj-Gen Sir Colin Halkett itish Colonel). Halkett has the Chain Command Grand Strategy.

jor Churchill (British Major).

D BRITISH INFANTRY DIVISION, H BRITISH BRIGADE

Brig-Maj. Crofton (British Major).
2/30 Foot (British Regular Line Battalion: 6 companies, including Light company and Grenadiers). Led by Maj. Bailey (British Major).
33rd Foot (British Regular Line Battalion: 6 companies, including Light company and Grenadiers). Led by Lt-Col. Elphinstone (British Colonel).
2/69 Foot (British Regular Line Battalion: 6 companies, including Light company and Grenadiers). Led by Maj. Muttlebury (British Major).
2/73 Foot (British Regular Line Battalion: 5 companies).
5th Divisional Royal Foot Artillery (2 medium cannon and 1 light howitzer). Led by Maj. Lloyd (Counts as a British Artillery Captain).

ITISH GUARD INFANTRY

se units are not attached to a brigade.
2/1 Guards (British Guards Battalion: 6 companies, including Light company and Grenadiers). Led by Major Askew.
3/1 Guards (British Guards Battalion: 8 companies, including Light company and Grenadiers). Led by Major Steward.

LIED ARTILLERY

se units are not attached to a gade.
1st KGL Foot Battery (2 medium cannon and 1 light howitzer). Led by Cpt. Cleeves (KGL Artillery Captain).
2nd KGL Horse Artillery (2 medium cannon and 1 light howitzer). Led by Maj. Kuhlmann (counts as a KGL Artillery Captain).

LIED CAVALRY RESERVE

FICERS

ry William Paget, Lord Uxbridge Scenario 5).

on Cavalry, 6th (Inniskilling) Brigade *Scenario 7 for composition.*

USEHOLD CAVALRY, YAL HORSE GUARDS

Lt-Col. Sir Robert Hill (British Colonel on horse).
1st RHG (British Guard Cavalry: 3 companies).
2nd RHG (British Guard Cavalry: 3 companies).

NETHERLANDS CAVALRY DIVISION, HEAVY BRIGADE

- Maj-Gen. Trip (Dutch Colonel on horse).
- 1st Dutch Carabineers (3 companies).
- 2nd Belgian Carabineers (3 companies).
- 3rd Dutch Carabineers (3 companies).

FRENCH ARMY

The French army was drawn from the IV Reserve Cavalry Corps, under the command of Marshal Ney. They were later reinforced by units from the III Reserve Cavalry Corps and the 9th Infantry Division. This scenario uses the following units from those forces.

FIRST ASSAULT WAVE

OFFICERS

Army General: Marshal Michel Ney (see page 267).

Maréchal de Camp Baron Dubois (Maréchal on horse).

General Milhaud (French Général de Division on horse).

IV RESERVE CAVALRY CORPS, 13TH DIVISION, 1ST BRIGADE (4TH CUIRASSIERS)

- Col. Habert (French Colonel on horse).
- 1/4 Cuirassiers (3 companies).
- 2/4 Cuirassiers (3 companies).
- 3/4 Cuirassiers (3 companies).
- 1/5 Horse Artillery (2 medium cannon and 1 light howitzer). Led by Captain Duchet.

IV RESERVE CAVALRY CORPS, 13TH DIVISION, 2ND BRIGADE

- Maréchal de Camp Baron Travers (French Maréchal on horse).
- 1/7 Cuirassiers (3 companies).
- 2/7 Cuirassiers (3 companies).
- 1/12 Cuirassiers (3 companies).
- 2/12 Cuirassiers (3 companies).

IMPERIAL GUARD CAVALRY

This unit is not attached to a brigade.

- 1/2 Chevaux-Légers Lanciers ('Red Lancers' Elba Squadron) (Polish Lancers: 3 companies). Led by Lt-Col. Jerzmanowski.

FRENCH ARTILLERY

This unit is not attached to a brigade.

- 6th Co. Old Guard Foot Artillery (2 medium cannon and 1 light howitzer).

RESERVE ASSAULT WAVE

General Francois Kellerman (see Scenario 4).

III RESERVE CAVALRY CORPS, 12TH DIVISION, 1ST CARABINIERS

- Maréchal de Camp Blancard (French Maréchal on horse).
- 1/1 Carabiniers a Chèval (3 companies).
- 2/1 Carabiniers a Chèval (3 companies).
- 3/1 Carabiniers a Chèval (3 companies).

II CORPS 9TH INFANTRY DIVISION, 93RD LIGNE

See Scenario 2 for the composition of this brigade.

SCENARIO 9: LA HAIE-SAINTE

ALLIED ARMY

The Allied army was drawn from the KGL troopers of the 3rd British Infantry Division, with support from the 95th Rifles. This scenario uses the following units from that force.

FARM DEFENDERS

OFFICERS

Army General: This scenario makes a special case for the selection of the army general. To begin with, Major Baring of the 2nd KGL Light Battalion counts as the army general for all intents and purposes, although he is a unit commander. When Colonel Ompteda arrives from reserve, he immediately takes over as the army general.

INFANTRY UNITS

These units are not organised into a brigade.
2nd KGL Light Battalion (KGL Light Battalion: 6 companies). Led by Major Baring.*

ALLIED REINFORCEMENTS

OFFICERS

Col. Baron Ompteda (KGL Colonel on horse).

INFANTRY & ARTILLERY UNITS

The following units are not organised into a brigade.
95th Rifles (6 companies). Led by Lt-Col. Sir Andrew Barnard (Riflemen Colonel).

1st KGL Light Battalion (KGL Light Battalion: 6 companies). Led by Lt-Col. Bussche (KGL Colonel).

2/1 KGL Line (KGL Line Battalion: 6 companies, including Light company and Grenadiers). Led by Lt-Col. Linsingen (KGL Colonel).

Lüneburg Field Battalion (Hanoverian Field Battalion: 6 companies, including 1 Field Jaeger company).

'A' Troop RHA (British Horse Artillery battery: 2 medium cannon and 1 light howitzer). Led by Lt-Col. Sir Hew Ross (counts as British Artillery Captain).

2nd Rocket Troop (See Scenario 5).

FRENCH ARMY

The French army was drawn from the I Army Corps, 1st Infantry Division, supported by Cuirassiers of the 13th Cavalry Division, and later reinforced by Light Infantry of the 2nd Infantry Division. This scenario uses the following units from that force, organised into brigades.

ATTACKERS

OFFICERS

Army General: Maréchal de Camp Baron Dubois (see Scenario 8).

I CORPS 1ST INFANTRY DIVISION, 1ST BRIGADE

- Col. Charlet (French Colonel).
- 1/54 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 2/54 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 1/55 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company). Led by Col. Morin (Chef de Bataillon).
- 2/55 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).

IV RESERVE CAVALRY CORPS, 13TH DIVISION, 1ST BRIGADE (1ST CUIRASSIERS)

- Col. Comte Ordener (French Colonel on horse).
- 1/1 Cuirassiers (3 companies).
- 2/1 Cuirassiers (3 companies).
- 3/1 Cuirassiers (3 companies).
- 3/1 Cuirassiers (3 companies).

REINFORCEMENTS

OFFICERS

Maréchal de Camp Baron Schmitz (French Maréchal on horse).

Col Gougeon (French Colonel).

INFANTRY

These units are not organised into a brigade.

- 1/13 Régiment de Légère (6 Regular Light Infantry companies, inc. 1 Carabinier company).
- 2/13 Régiment de Légère (6 Regular Light Infantry companies, inc. 1 Carabinier company).

SCENARIO 10: WAVRE

ALLIED ARMY

The Allied army was a Prussian force drawn from the III Army Corps, under Baron von Thieleman. This scenario uses the following units from that Corps, organised into brigades except where noted.

OFFICERS

Army General: Baron von Thieleman (see Scenario 3).

Chief of Staff Col. von Clausewitz (Prussian Colonel on horse).

III CORPS 9TH INFANTRY BRIGADE

- Major-General von Borcke (Prussian Colonel on horse).
- 1/30 Musketeers (6 companies, inc. two companies of Jaegers).
- 2/30 Musketeers (4 companies).
- 8th Jaegers (Prussian Fusiliers: 4 companies).
- 1st Kürmark Landwehr (6 companies).
- 7th Foot Artillery (2 medium cannon and 1 light howitzer).

III CORPS 10TH INFANTRY BRIGADE

- Major-General von Krauseneck (Prussian Colonel on horse).
- 1/27 Musketeers (6 companies, inc. two companies of Jaegers). Led by Major von Cardell.
- 2/27 Musketeers (4 companies). Led by Maj. von Donop (Prussian Major).
- 1/2 Kürmark Landwehr (6 companies).
- 2/2 Kürmark Landwehr (6 companies).
- 35th Foot Artillery (2 medium cannon and 1 light howitzer).

LANDWEHR

This unit is not attached to a brigade.

- 3rd Kürmark Landwehr, 1st Battalion (6 companies).

III CORPS CAVALRY, 1ST BRIGADE

- Major-General von der Marwitz (Prussian Colonel on horse).
- 7th Uhlan Cavalry (one troop).
- 8th Uhlan Cavalry (one troop).
- 3rd Kürmark Landwehr Cavalry (one troop).
- 6th Kürmark Landwehr Cavalry (one troop).
- 18th Horse Battery (Prussian Horse artillery: 2 medium cannon). Led by Captain von Hobe.

III ARMY CORPS, 1ST RESERVE CAVALRY BRIGADE

See Scenario 3 for the composition of this brigade.

FRENCH ARMY

The French army was drawn from the II, III and IV Corps, and a small contingent of the I Reserve Cavalry, under the command of Marshal Grouchy. This scenario uses the following units from those forces.

OFFICERS

Army General: Maréchal Marquis de Grouchy (French Maréchal). Grouchy has the Showered in Glory Grand Strategy.

Dominique Vandamme (French see Scenario 1).

General Étienne Maurice Gérard (French General on horse).

III CORPS, 8TH INFANTRY DIVISION, 1ST BRIGADE

See Scenario 1 for the composition of this brigade.

III CORPS, 10TH INFANTRY DIVISION, 2ND BRIGADE

- Général de Division Baron Etienne-Nicolas Lefol (on horse).
- 1/37 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 2/37 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 1/64 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 2/64 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 6/7 Foot Artillery (2 medium cannon, 1 light howitzer).

ADDITIONAL UNITS

These units are not attached to a brigade.

- 1/9 Régiment de Légère (6 Regular Light Infantry companies, inc. 1 Carabinier company).
- 2/1 Foot Artillery (2 medium cannon, 1 light howitzer).

FRENCH RESERVES

I RESERVE CAVALRY, 4TH DIVISION, 6TH HUSSARS

- Général de Brigade Pierre Soult (on horse).
- 1/6 Hussars (3 companies).
- 2/6 Hussars (3 companies).
- 3/6 Hussars (3 companies).
- 4/6 Hussars (3 companies).
- 3/3 Horse Artillery (2 light cannon, 1 light howitzer)

SCENARIO 11: PLANCENOIT

ALLIED ARMY

The Allied army was drawn from IV Prussian Army Corps under Bülow, with support from the 5th Infantry Brigade (II Corps). This scenario uses the following units from that force, organised into brigades.

OFFICERS

Army General: General Count Freidrich Wilhelm Bulow von Dennewitz (Prussian General on horse). Bulow has the Right Place, Right Time grand strategy.

Chief of Staff Maj-Gen. von Valentini (Prussian Colonel on horse, with aides).

Maj-Gen. Count von Tippelskirch (Prussian Colonel on horse, with aides).

IV ARMY CORPS, 13TH INFANTRY BRIGADE (REGULARS)

- Col von Lettow (Prussian Colonel on horse).
- 1/10 Musketeers (6 companies, inc. two companies of Jaegers). Led by Maj. von Capellor (Prussian Major).
- 2/10 Musketeers (6 companies).
- 10th Fusiliers (4 companies of Regulars).
- 21st Battery Foot Artillery (2 medium cannon and 1 light howitzer). Led by Cpt. Kippen (Prussian Artillery Captain).

IV ARMY CORPS, 13TH INFANTRY BRIGADE (2ND NEUMARK LANDWEHR)

- Major von Laurens (Prussian Major on horse).
- 1/2 Landwehr (six companies).
- 2/2 Landwehr (six companies).
- 3/2 Landwehr (six companies).

LANDWEHR CAVALRY

This unit is not attached to a brigade.

- 2nd Landwehr Cavalry Regt. (2 troops).

II ARMY CORPS, 13TH INFANTRY BRIGADE (5TH WESTPHALIAN LANDWEHR)

- Major von Roebel (Prussian Major on horse).
- 1/5 Landwehr (six companies).
- 2/5 Landwehr (six companies).
- 3/5 Landwehr (six companies).

ADDITIONAL ARTILLERY

These units are not attached to a brigade.

- No. 6 Battery Foot Artillery (2 heavy cannon). Led by Captain von Reuter (Prussian Artillery Captain).
- 14th Battery Foot Artillery (2 medium cannon, 1 light howitzer). Led by Captain Hensel II (Prussian Artillery Captain).

FRENCH ARMY

The French army was drawn from Lobau's beleaguered VI Corps, with support from the Young Guard. This scenario uses the following units from that force, organised into brigades.

OFFICERS

Army General: General Mouton, Comte de Lobau (French Général de Division on horse).

Chief of Staff Maréchal de Camp Baron Durrieu (French Maréchal on horse).

Général de Division Comte Duhesme (French Maréchal on horse).

VI CORPS, 19TH INFANTRY DIVISION, 1ST BRIGADE

- Maréchal de Camp Baron de Bellair (French Maréchal on horse).
- 1/5 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company). Led by Colonel Rousille.
- 2/5 Régiment de Ligne (6 Regular Line Infantry companies, inc. 1 Grenadier and 1 Voltigeur company).
- 1/11 Régiment de Ligne (6 Regular Line Infantry companies, nc. 1 Grenadier and 1 Voltigeur company). Led by Colonel Aubrée.
- 2/11 Régiment de Ligne (4 Regular Line Infantry companies).
- 3/11 Régiment de Ligne (4 Regular Line Infantry companies).
- 1/8 Foot Artillery (2 medium cannon and 1 light howitzer). Led by Cpt. Parisot (French Artillery Capitaine).

YOUNG GUARD DIVISION, 1ST BRIGADE

- Maréchal de Camp Chartrand (French Maréchal on horse).
- 1/1 Young Guard Tirailleurs (6 Tirailleur companies).
- 2/1 Young Guard Tirailleurs (6 Tirailleur companies).
- 1/1 Young Guard Voltigeurs (6 Voltigeur companies).
- 1/1 Young Guard Voltigeurs (6 Voltigeur companies).
- 3/1 Marine Auxiliary Artillery (Young Guard Artillery Battery: 2 medium cannon and 1 light howitzer).

CENARIO 12: THE IMPERIAL GUARD ATTACK

LLIED ARMY

Allied army was drawn mainly from the 3rd British Infantry Division, with port from the British Guards. This scenario uses the following units from e divisions, organised into brigades.

TIAL ALLIED FORCE

FICERS

y General: The Duke of Wellington (see page 268 for full rules).

Gen. Sir Colin Halkett (see scenario 8).

D BRITISH INFANTRY DIVISION,
I BRITISH BRIGADE

Scenario 8 for the composition of this brigade.

D BRITISH INFANTRY DIVISION,
HANOVERIAN BRIGADE

Maj-Gen. Count Kielsmannsegge (Hanoverian Colonel on horse).
Duke of York's 1st Field Battalion (Hanoverian Field Battalion: 6 companies, including 1 Field Jaeger company).
Grubenhagen Field Battalion (Hanoverian Field Battalion: 6 companies, including 1 Field Jaeger company).
Lüneburg Field Battalion (see Scenario 9).

D BRITISH INFANTRY DIVISION, 2ND KGL BRIGADE

Col Baron Ompteda (see Scenario 9).
1st KGL Light Battalion (see Scenario 9).
2nd KGL Light Battalion (see Scenario 9).
5th KGL Line (KGL Line Battalion: 6 companies).
Led by Lt-Col. Linsingen (KGL Colonel).
8th KGL Line (KGL Line Battalion: 6 companies).
Led by Maj. Schroeder (KGL Major).
1st KGL Foot Battery (see Scenario 8).

DITIONAL UNITS

unit is not part of a brigade.
2/95 Rifles (6 companies). Led by Maj. Ross (Riflemen Major).

TISH GUARDS RESERVE

se units and officers are not attached to a brigade.

FICERS

-Gen. Maitland (British Colonel).

ANTRY

2/1 Guards (see Scenario 8).
3/1 Guards (see Scenario 8).

FRENCH ARMY

The French army is drawn from the Imperial Guard. Initially they were led by Napoleon, but he soon handed command of the Guard to Marshal Ney.

SPEARHEAD

OFFICERS

Army General: Marshal Michel Ney (see page 267 for full rules).

Maréchal de Camp Cambronne (French Maréchal on horse).

DIVISION OF GRENADIERS À PIED, MIDDLE GUARD

- Maréchal de Camp Baron d'Harlet (French Maréchal on horse).
- 1/3 Middle Guard Grenadiers (6 companies). Led by Maj. Guillemin (Colonel-Commandant).
- 2/3 Middle Guard Grenadiers (6 companies).
- 1/2 Middle Guard Grenadiers (6 companies).

DIVISION OF CHASSEURS À PIED, MIDDLE GUARD

- Maréchal de Camp Henrion (French Maréchal on horse).
- 1/3 Middle Guard Châsseurs (6 companies).
- 2/3 Middle Guard Châsseurs (6 companies).
- 4th Middle Guard Châsseurs (6 companies).

ARTILLERY

These units are not attached to a brigade.

- 1/1 Marine Auxiliary Artillery (Middle Guard Artillery Battery: 2 medium cannon and 1 light howitzer).
- 2/1 Marine Auxiliary Artillery (Middle Guard Artillery Battery: 2 medium cannon and 1 light howitzer).
- 5th Old Guard Foot Artillery (OId Guard Artillery Battery: 2 medium cannon and 1 light howitzer).
- 6th Old Guard Foot Artillery (OId Guard Artillery Battery: 2 medium cannon and 1 light howitzer).

RESERVES: THE OLD GUARD

These units are not attached to a brigade.

- 2/1 Old Guard Châsseurs à Pied (6 companies).
- 2/2 Old Guard Châsseurs à Pied (6 companies).
- 2/2 Old Guard Grenadiers à Pied (6 companies). Led by Maj. Golzio (Colonel-Commandant).
- 2/3 Old Guard Grenadiers à Pied (6 companies).

n forced march during
to Corunna,' by Lady
th Butler (The Art Archive/
Shropshire Light Infantry/
Tweedy).

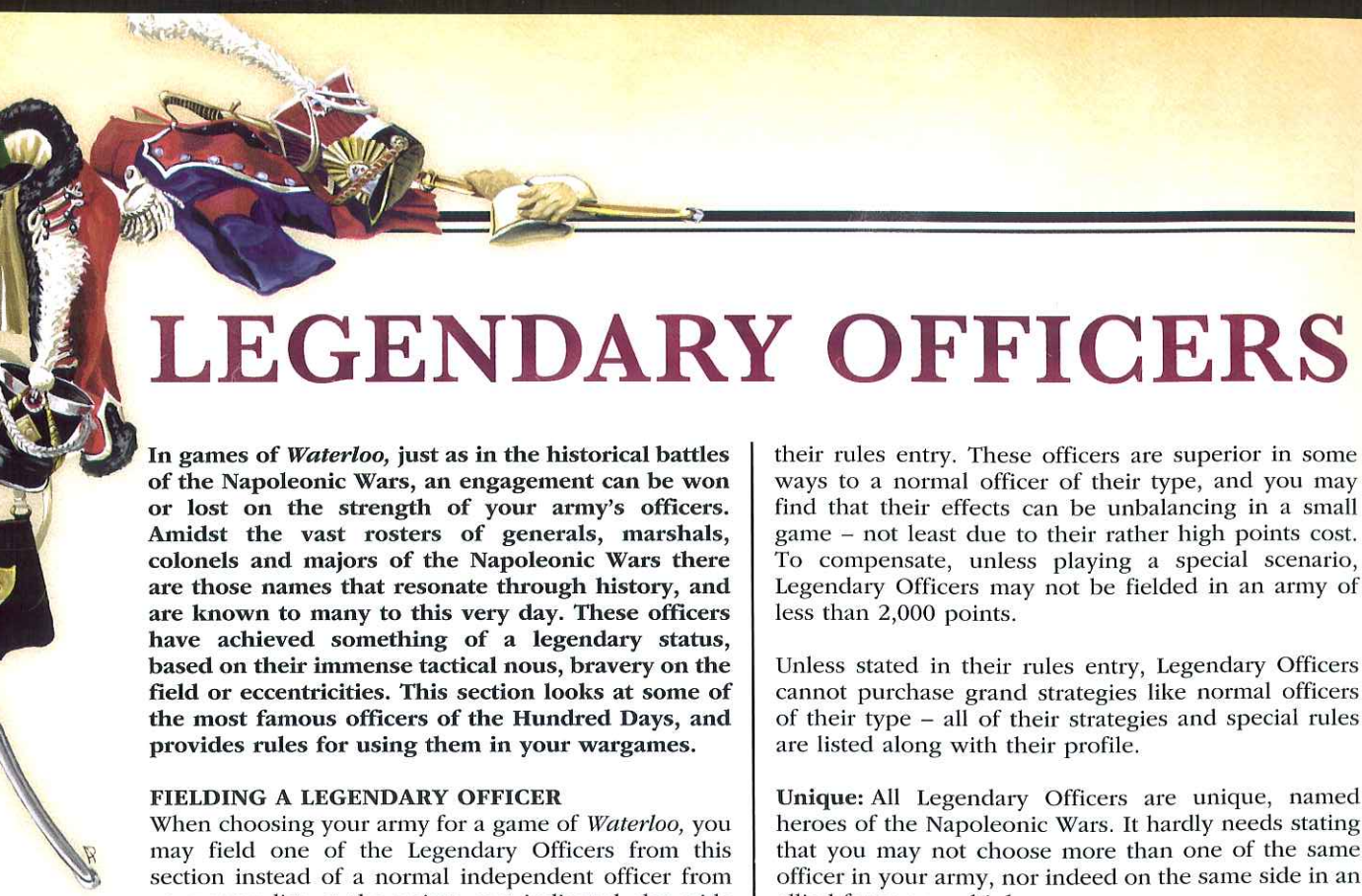
1. *52nd Light Infantry officer's shako.*
2. *2nd (Coldstream) Foot Guards officer's Belgic shako.*
3. *Line Infantry officer's Belgic shako.*
4. *India pattern Brown Bess musket.*
5. *Line Infantry stovepipe shako.*
6. *1803 Light Infantry officer's sabre.*
7. *1796 Light Cavalry sabre.*
8. *12th Light Dragoons officer's tarleton.*
9. *Huntingdon Militia officer's coatee and breeches, 1806-16.*
10. *1803 52nd Light Infantry officer's sabre.*
11. *14th Light Dragoons Newland cavalry pistol.*

Items kindly on loan from the Perry collection.

LEGENDS OF WATERLOO

"As Lord Chesterfield said of the generals of his day, 'I only hope that when the enemy reads the list of their names, he trembles as I do.'"

- The Duke of Wellington.



LEGENDARY OFFICERS

In games of *Waterloo,* just as in the historical battles of the Napoleonic Wars, an engagement can be won or lost on the strength of your army's officers. Amidst the vast rosters of generals, marshals, colonels and majors of the Napoleonic Wars there are those names that resonate through history, and are known to many to this very day. These officers have achieved something of a legendary status, based on their immense tactical nous, bravery on the field or eccentricities. This section looks at some of the most famous officers of the Hundred Days, and provides rules for using them in your wargames.

FIELDING A LEGENDARY OFFICER

When choosing your army for a game of *Waterloo,* you may field one of the Legendary Officers from this section instead of a normal independent officer from your army list, at the points cost indicated alongside their rules entry. These officers are superior in some ways to a normal officer of their type, and you may find that their effects can be unbalancing in a small game – not least due to their rather high points cost. To compensate, unless playing a special scenario, Legendary Officers may not be fielded in an army of less than 2,000 points.

Unless stated in their rules entry, Legendary Officers cannot purchase grand strategies like normal officers of their type – all of their strategies and special rules are listed along with their profile.

Unique: All Legendary Officers are unique, named heroes of the Napoleonic Wars. It hardly needs stating that you may not choose more than one of the same officer in your army, nor indeed on the same side in an allied force or multiplayer game

FRANCE

NAPOLEON BONAPARTE I, EMPEROR OF FRANCE.....365 POINTS

eon Bonaparte, 1821, Emperor nce, as First l (early 19th y, artist own: The Art e/ Fondation Paris/ Gianni Orti).

So much has been written about Napoleon Bonaparte that it has become difficult to separate the man from the myth. An accomplished soldier, strategist, philosopher and administrator, he managed to lead France from the brink of chaos to become the head of a grand empire, whose armies were feared and respected the world over. For all of his reforms and military victories, he was painted as a monster – a self-serving tyrant, despot and philanderer – and it took all the great powers of Europe to unite against him to finally curb his ambitions.

	Type	F	A	R	C	TAC	STG
Napoleon	Officer	3	2	3	7	-	4

If Napoleon is included in a French army, then he must be the army general.

Napoleon is an independent officer. He has the Inspirational and For the Emperor! grand strategies.

Options:

- Napoleon may be mounted for +10 points.

Special Rules:

- **Master Strategist:** Roll a D6 every time a STG point is spent by Napoleon, or by an officer within 6" of him – on a 4+ the point is not crossed off, but instead remains in the pool. On a score of 1-3, the point is expended as usual.

- **Figurehead:** Friendly French units within 12" of Napoleon may re-roll failed Command checks.

MICHEL NEY, MARSHAL OF FRANCE, 1ST DUC D'ELCHINGEN, 1ST PRINCE DE LA MOSKOWA .....300 POINTS

After the most humble beginnings, Michel Ney enjoyed a meteoric rise through the ranks of the French army. The French Revolution made it possible for men of any background to be judged on their merits rather than their means, and Ney was rarely found wanting. From cavalryman to Marshal of France, Ney found himself one of Napoleon's most trusted lieutenants, whose famed bravery bordered on the rash. When the emperor returned to France from exile on Elba, it was Ney who was sent to crush his former liege, and it was Ney who instead rejoined Napoleon and thus made the Army of the North a formidable force.

	Type	F	A	R	C	TAC	STG
General	Officer	3	2	3	6	-	3

Ney is treated as a French Maréchal, replacing the normal army list entry.

Ney is a mounted independent officer. He has the Charmed Life and Hero of the Hour grand strategies.

Special Rules:

- **Bravest of the Brave:** The presence of Ney can turn the tide in even the most hopeless situations – which is just as well, because his daring spearheads were often incredibly risky. Every friendly command company within 12" of Ney gains +1 Attack, in addition to any other bonuses they may receive.

- **Marked for Greatness:** Ney may call one basic strategy per turn without reducing his store of STG points.

> "Soldiers, when I give the command to fire, fire straight at my heart. Wait for the order. It will be my last to you."
>
> *- Marshal Ney's last words before his execution by firing squad, 7 December 1815*

Michel Ney, 1769-1815 Duke of Elchingen, Prince of the Moscova, Marshal of the French Empire. Copy of portrait by J-M. Langlois, destroyed 1871, by Eugène Battaille (The Art Archive/ Musée du Château de Versailles/ Gianni Dagli Orti).

THE LEGEND OF PETER STUART NEY

One of the most curious tales to emerge after the Napoleonic Wars is a conspiracy theory centred upon the fate of Marshal Ney. In 1822, a man named Peter Stuart Ney emerged in America, in the Carolinas, and took a post as a schoolteacher. He was, by all reports, a strange, secretive man of French origin. On his deathbed in 1846, he claimed to be Marshal Michel Ney, who escaped execution and fled to America – reports of his death by firing squad having supposedly been falsified. Since that day, various 'experts' have looked into the case, and the conspiracy has grown. Apparently, the handwriting of the two men has been determined by experts to be the same and, although no portrait exists, he is said to held a physical similarity to the Marshal. On several occasions Peter Stuart Ney was mistaken for Marshal Ney by those who had served under him in France. He is said to have suffered 'a violent reaction' upon learning of the death of Napoleon. Though the mystery may never truly be laid to rest, someone must have believed the tale, for his tombstone reads:

'In memory of Peter Stuart Ney

A native of France and soldier of the French Revolution under Napoleon Bonaparte

Who departed this life November 15th, 1846, aged 77 years.'

GREAT BRITAIN

FIELD MARSHAL ARTHUR WELLESLEY, ...325 POINTS
1ST DUKE OF WELLINGTON

of Arthur
y, 1st Duke
ngton, by
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ce, 1814.

Born in the same year as Napoleon, Wellington's life was, diametrically, one of duty to the crown. He made his name fighting in India, earning himself a knighthood. After a brief foray into politics, he was recalled in 1808 and made head of the Anglo-Allied army in the Iberian Peninsula, which eventually forced the occupying French to withdraw from Spain and Portugal. When Napoleon abdicated in 1814, Wellesley returned home a hero and was created Duke of Wellington. When Napoleon returned from exile, Wellington became commander of the allied armies and, with the help Blücher's Prussians, he defeated Napoleon at the Battle of Waterloo in June 1815.

	Type	F	A	R	C	TAC	STG
Wellington	Officer	3	2	3	7	-	3

If Wellington is included in an Allied army, then he must be the army general.

Wellington is a mounted independent officer, with aides (the benefits are included in the profile above). He has the For King and Country! grand strategy.

Special Rules:

- **Consummate Tactician:** Wellesley may nominate one friendly battalion within line of sight, or within 6" of an officer who is within line of sight, at the start of each turn. That battalion gains +1 TAC point for the duration of the turn. The beneficiary cannot currently be Routing or Disordered.

- **Up Guards, and at Them Again!:** Once per turn, one friendly battalion within 12" of Wellington may perform an Up and At 'Em strategy, at no cost, just as if their commander had spent a STG point. This ability may even be used if the unit's battalion commander has been lost.

WELLESLEY AND NELSON, FIRST IMPRESSIONS

It is a little known fact that Sir Arthur Wellesley and Lord Horatio Nelson once met accidentally. Wellesley, having returned from victory in India, had been shown in to a waiting room at the Colonial Office, where Nelson was already waiting. The Duke later wrote of the encounter:

'I found also waiting to see the Secretary of State, a gentleman who from his likeness to his pictures and the loss of an arm I immediately recognised as Lord Nelson. He could not know who I was, but he entered at once into conversation with me, if I can call it a conversation, for it was almost all on his side and all about himself, and in, really, a style so vain and so silly as to surprise and almost disgust me.

'I suppose something that I happened to say may have made him guess that I was somebody, and he went out of the room for a moment, I have no doubt to ask the officekeeper who I was, for when he came back he was altogether a different man, both in manner and matter. All that I had thought a charlatan style had vanished, and he talked of the state of the country and of the aspect and probabilities of affairs on the Continent with a good sense, and a knowledge of subjects at home and abroad that surprised me equally and more agreeably than the first part of our interview had done; in fact he talked like an officer and a statesman.'

FIELD MARSHAL HENRY WILLIAM PAGET, ...230 POINTS
1ST MARQUESS OF ANGLESEY, EARL OF UXBRIDGE

A somewhat debonair character, 'Uxbridge', as he became known, was a formidable cavalryman, who proved his worth during the Flanders campaign (1794). As a lieutenant-general, he commanded the cavalry of Sir John Moore's army in the peninsula, seeing great success at Corunna and Sahagun, and routing the Châsseurs à Cheval of the Imperial Guard at Benevente. He was forced to leave the peninsula after a scandal emerged, in which Uxbridge had an affair with Wellington's sister-in-law. When Uxbridge finally returned to fight Napoleon in the Hundred Days campaign, Wellington still eyed him with suspicion. This did not, however, prevent Uxbridge from doing his duty, as he led the spectacular cavalry charge of the British centre, which checked and in part routed D'Erlon's corps d'armée before he sustained a terrible injury ruling him out of the remainder of the battle. His bravery earned him the title 'Earl of Anglesey'.

	Type	F	A	R	C	TAC	STG
Uxbridge	Officer	4	2	3	6	-	3

Uxbridge is treated as a British General, replacing the normal army list entry. He is a mounted independent officer. He has the Steel-jawed Determination and The Day's Fox grand strategies.

Special Rules:

- **Cavalry Commander:** Uxbridge was a Dragoon officer long before Waterloo, and was renowned as a skilful leader and excellent cavalryman. If Uxbridge joins a squadron of British heavy cavalry, the squadron becomes Stubborn. If Uxbridge leaves the squadron or is killed, the unit loses this special rule immediately.

Uxbridge: 'By God, sir, I've lost my leg!'
Wellington: 'By God, sir, so you have!'

- Reported exchange after the Earl's leg was blown off by a cannonball.

Henry William Paget, 1st Marquess of Anglesey, 1768-1854. Painted by Francis William Wilkin (The Art Archive/ Private Collection/ Philip Mould).

UXBRIDGE'S LEG

Though the heinous injury suffered by Uxbridge on the field of Waterloo is often told of as an example of great courage, the tale of the shattered limb itself is a less glorious one – the leg went on to lead a macabre 'afterlife' as a Belgian tourist attraction! After receiving his wound, Lord Uxbridge was taken to a house in Waterloo owned by a Monsieur Joseph-Marie Paris. There, the remains of his leg were removed by surgeons, without anaesthetic. Uxbridge is said to have exclaimed: 'Who would not lose a leg for such a victory?'

Monsieur Paris was granted permission to bury the leg in his garden, and build a reliquary over it, which over the years was visited by paying customers, including the King of Prussia and the Prince of Orange! On the stone above the leg's burial place was inscribed: 'Here lies the Leg of the illustrious and valiant Earl Uxbridge, Lieutenant-General of His Britannic Majesty, Commander in Chief of the English, Belgian and Dutch cavalry, wounded on the 18 June 1815 at the memorable battle of Waterloo, who, by his heroism, assisted in the triumph of the cause of mankind, gloriously decided by the resounding victory of the said day.'

In 1878, now maintained by the Paris family, the shrine was visited by Uxbridge's son, who was disgusted to find the leg on open display rather than buried. After a minor diplomatic incident, in which the Paris family offered to sell the remains back to the Uxbridge estate, the Belgian government ordered the bones reburied. However, they were not – instead they were hidden – and when the last Monsieur Paris died in the 1930s, his wife found them hidden in his study. Terrified of another scandal, she burned the leg in the central heating furnace.

LIEUTENANT-GENERAL SIR THOMAS PICTON.....165 POINTS

t: Portrait of Thomas Picton ir Martin per Shee. onal Potrait lery, London.

w: Picton at ajoz. Artist nown.

Picton was an unconventional and uncouth soldier, who fought in the American War of Independence, served in the West Indies and even became Governor of Trinidad in 1801. He briefly retired from the military in controversial circumstances, in which he was accused of allowing a woman to be tortured. He returned to service after being cleared of all charges, and went on to command Wellington's 3rd Division in the Peninsular War. Described by Wellington as a 'rough-mouthed devil', Picton earned the trust and respect of the Iron Duke, winning great admiration for his courage at Fuentes de Onoro, Badajoz and Vitoria. In 1815, he led the 5th Division at Quatre Bras, where he was wounded. He kept the injury a secret so that he might serve at Waterloo. This proved a fatal mistake, for he lost his life there despite fighting valiantly.

	Type	F	A	R	C	TAC	STG
Picton	Officer	2	2	3	6	-	3

Picton is treated as a British General, replacing the normal army list entry.

Options:
If Picton is your army general, he may take the Sound Advice grand strategy for +50 points.

Special Rules:

- **Cautious Commander:** One friendly Infantry battalion per turn within 12" of Picton may change their formation to line or square without spending a TAC point.

- **Iron Will:** Once per game, if Picton is successfully wounded by an enemy attack (such as a Called Shot, for instance), you may force your opponent to re-roll every dice that successfully wounded him. If you choose to do this, all of the successes must be re-rolled.

PRUSSIA

FIELD MARSHAL GEBHARD LEBERECHT VON BLÜCHER, ...280 POINTS FURST VON WAHLSTATT

One of the more colourful characters of the Napoleonic Wars, Blücher was a zealous, uncompromising and unconventional soldier, whose hatred of the French seemed to border on the pathological. Originally a cavalryman in the Swedish army, Blücher fought against the Prussians for a time before swearing his allegiance to Frederick the Great. Twice returning to service after retiring, he earned great acclaim after overcoming a serious injury at Ligny to personally lead his men against Napoleon at Waterloo, securing victory for the Anglo-Allied army.

	Type	F	A	R	C	TAC	STG
Blücher	Officer	3	2	3	6	-	3

Blücher is treated as a Prussian General, replacing the normal army list entry. If he is fielded in a Prussian army, then he must be the army general.

Blücher is a mounted independent officer. He has the Inspirational grand strategy.

Special Rules:

- **'Marshal Forward':** This is a Grand Strategy that works in exactly the same way as the 'Lead from the Front' strategy (see page 81). However, a unit led by Blücher is so full of confidence and fervour that it adds D3+3 attacks to the command company when the strategy is used, rather than the usual +3.

- **Figurehead:** Friendly Prussian units within 12" of Blücher may re-roll failed Command checks.

Portrait of Prince von Blücher, 1742-1819, Prussian general field master, prince of Wahlstadt in Silesia. By George Dawe.

THE MEETING OF WELLINGTON AND BLÜCHER

There are conflicting reports as to the exact location of the famous meeting between the Allied commanders, but the scene is traditionally depicted as taking place outside La Belle Alliance – a small farm that doubled as the village inn, whose name translates, ironically, to 'that fine alliance'. Blücher's son, Francis, who was a captain on the field-marshal's staff, wrote that 'Father Blücher embraced Wellington in so hearty a manner, that everyone present said it was the most touching scene that could be imagined.' Another witness, Lt. Jackson of Wellington's staff, later wrote this account of the meeting:

'Just before Wellington reached La Belle Alliance, the outlines of a numerous party on horseback, surrounded by crowds of infantry, could be made out, though it was dark, approaching the road from the direction of Papelotte and La Haye. When first observed the party was about fifty yards from the road, and, on seeing it, the Duke, aware perhaps that it was Marshal Blücher and his staff, turned aside to meet the brave old Prussian. I was very close to the two heroes during their short conference, which may have lasted about two minutes; but it was too dark for me to distinguish old Blücher's features. It is a remarkable circumstance that the meeting should have taken place within two or three hundred yards of La Belle Alliance; and most probably Blücher did express a wish for the battle to bear that name, as we have been told. It must have been quite half-past nine when these distinguished men shook hands and parted.'

1. *Gendarmes d'Elite helmet.*
2. *Light Cavalry officer cylindrical shako.*
3. *Light Cavalry sabre in the 'oriental style', possibly Mameluke.*
4. *Light Cavalry sabre.*
5. *Cavalry pistol, model AN XIII.*
6. *Cartridge box.*
7. *1766 model Charleville dragoon musket (stamped with a US mark, so may have seen service in the American War of Independence).*

Items kindly on loan from the Perry collection.

REFERENCE

"At war, audacity is genius's most splendid calculation."

- Napoleon

WATERLOO QUICK REFERENCE

THE TURN SEQUENCE

1. THE INITIATIVE PHASE
The two players determine who gets the initiative, and therefore who gets to act first in each phase.

2. THE ARTILLERY PHASE
Once one side's artillery has resolved its shooting, the other side does the same.

3. THE MOVEMENT PHASE
Once the side with the initiative has finished moving, the other side may move.

4. THE SHOOTING PHASE
Once the side with the initiative has finished shooting, the other side shoots.

5. THE MELEE PHASE
Enemy units in base contact must fight. Both sides fight at once in this phase; the player with the initiative determines the order in which combats are fought.

6. END OF TURN
Both players tidy up the gaming area and resolve any effects remaining in play.

INITIATIVE PHASE

Unless the scenario specifies otherwise, both players roll a D6 at the start of each Initiative phase. Whoever rolls the highest chooses who has the initiative for that turn. If the dice are equal, the players continue to roll off until a clear winner is determined. The player who takes the initiative will act first in each phase of that turn.

START OF TURN
Any effects that require a check to be made 'at the start of the next turn' must be resolved now, in order of Initiative

MOVING ROUTING TROOPS
Any troops that begin the turn routed, and fail to rally, must flee again towards their own deployment edge now, before the next phase begins.

ARTILLERY PHASE

1. PICK BATTERY AND TARGET
The player with the initiative chooses each of his artillery batteries in turn, and declares its target. The player must spend 1 Tactical point for every battery that fired.

2. DECLARE MODE OF FIRE
An artillery battery can only fire direct if there is no scenery or troops in the way of their shot. If there are obstacles in the way, artillery can only fire indirectly.

3. GUESS RANGE
You must guess the ranges for each artillery battery before measuring distances.

4. MEASURE RANGE AND ROLL DICE
Measure your estimates and mark those points on the board before working out the effects of the shots.

5. WORK OUT THE DAMAGE
Consult the rules for damage in the Shooting phase section.

ARTILLERY TABLE

	Range (Guess)		Base chance to wound		Hits per Co.	Special
	Min	Max	Soft	Hard		
Swivel Gun (siege weapon)**	6"	24"	4+/5+	6+/-	D3	-
Cannon, Small (3-4lb)						
- Round	8"	36"	2+/4+	5+/6+	D3	-
- Shrapnel	8"	36"	5+	-	D3	Large Template
Cannon, Medium (6-9lb)						
- Round	12"	48"	2+/4+	5+/5+	D6	-
- Shrapnel	12"	48"	5+	-	D3+1	Large Template
Cannon, Large (12lb)						
- Round	12"	60"	2+/4+	4+/5+	D6+1	-
Howitzer, Small						
- Common Shell	12"	48"	4+	6+	D6	Small Template
- Carcass	12"	48"	4+	6+	D3	Small Template; Incendiary
- Shrapnel	12"	48"	5+	-	D3	Large Template
Howitzer, Large						
- Common Shell	12"	60"	4+	6+	D6+1	Small Template
- Carcass	12"	60"	4+	6+	D3+1	Small Template; Incendiary
- Shrapnel	12"	60"	5+	-	D3+1	Large Template
Congreve Rockets						
- Common Shell	12"	48"	4+	-	D3+1	Small Template; Terrify Cavalry
- Shrapnel	12"	48"	5+	-	D3	Large Template; Terrify Cavalry
- Incendiary	12"	48"	5+	6+	D3	Small Template; Incendiary; Terrify Cavalry
(Gribeauval) Mortar	8"	36"				Small Template
- Bomb	8"	36"	3+	4+	D3+1	Small Template
- Hollowed Shell	8"	36"	4+	6+	D3	Small Template; Incendiary

MOVEMENT PHASE

It costs 1 TAC point to do each of the following, and each may only be performed once per turn:

- Declare a charge
- Perform a normal move, up to the unit's movement allowance.
- Change formation

MOVEMENT PHASE SUMMARY

1. Declare charges and determine charge reactions.
2. Measure charge distances and move charging units.
3. Move and/or reform remaining units.

MOVEMENT RATES

CHARGE REACTIONS SUMMARY

- **Hold:** This is the usual response of troops who are charged from outside of their fire arc, or too close to the enemy to Stand and Shoot.

- **Stand and Shoot:** This can only be chosen if the chargers start their charge move from 6" or more away. Defender takes a Command check. If passed it may make a regular shot at the enemy unit, worked out before the enemy unit measures charge distance and moves. The shots are Difficult.

- **Flee:** Pivot unit on centre point and flee directly away from charging unit. If fleeing unit does not outrun chargers, fleeing unit is removed as casualties and chargers move full distance.

NB. Units that are already engaged in combat when charged may only Hold. Units that are fleeing when charged may only Flee.

Type	Move	Charge	Flee/Pursue
Infantry (all types)	4"	8"	2D6"
Cavalry, Heavy	6"	12"	3D6"
Cavalry, Light	8"	16"	3D6"
Artillery (unlimbered)	4"	-	2D6"
Artillery (limbered)	6"	-	3D6"

FORMATIONS SUMMARY

LINE *(Infantry, Artillery and Cavalry)*
Companies are arranged in a single rank, facing the same direction. Command companies to centre. Cavalry line is in two ranks of three instead. Artillery must deduct 1 from the number of hits per company when firing at infantry lines. If an infantry line is charged by cavalry, the unit must pass a Command check at -1 CV or flee. If defeated in combat by cavalry, infantry in line will automatically rout.

COLUMN OF MARCH *(Infantry, Artillery and Cavalry)*
Companies are arranged in single file. May not shoot or charge. Infantry in column of march may move 'at the double' (8" per turn), as long as there are no enemies within 12" at the start of their move.

COLUMN OF ATTACK *(Infantry)*
Units with 4+ companies only. Companies are arranged in two files, flank companies to the rear. Companies directly behind the lead companies (the second rank) gain one more (+1) support attack than usual when the battalion charges

SQUARE *(Infantry)*
Units with 4+ companies only. Companies are placed in a rough square or rectangle, all facing outwards. Models charging squares do not count as charging in the Melee phase. Cavalry do not automatically strike before infantry in square. Squares have no flanks or rear. Infantry battalions in square are Stubborn.

SKIRMISH ORDER *(Light Infantry and Light Cavalry)*
Unit is placed in a loose formation with companies no more than 2" apart. Ignore difficult terrain, and treat very difficult terrain as difficult instead. May move at the double (8" per turn), as long as there are no enemies within 12". Unlimited (360-degree) arc of fire. Firing against skirmishing infantry is counted as Difficult Shots. Artillery at -1 To Wound them. Skirmishing light infantry may not charge cavalry of any sort, nor line infantry who are in Column of Attack, Line, or Square. If charged by cavalry while skirmishing, the infantry unit must pass a Command check or automatically flee.

DEPLOY SKIRMISH SCREEN *(Infantry)*
Line battalions may deploy skirmish screens when they are already in column of attack, column of march or line formation, by spending 1 TAC point. Remove the light company base(s) from the unit and position it to the front of the unit, within 2". Any enemy unit shooting through the skirmish screen must count their shots as Difficult.

SHOOTING PHASE

THE FIRING SEQUENCE

1. Declare targets for all firing units. Shooting costs 1 TAC point if unit did not move or change formation this turn, and 2 TAC points if it did.

2. Measure Range and work out number of shots.

3. Roll for damage.

DIFFICULT SHOTS

If a shot is 'difficult', it is made at -1 To Wound.

RANGED WEAPONS CHART

Weapon	Range	Shots per Company	Base chance to wound	Special Rules
Musket	18"	D6	5+	Opening Volley
Musketoon	18"	D3	5+	-
Rifle	24"	D3	4+	Fire on the Move
Carbine	12"	D3	5+	-
Pistol	6"	1	5+	Fire on the Move

MELEE PHASE

THE COMBAT SEQUENCE

1. Player with initiative selects a combat.

2. Calculate strike order.

3. Work out number of attacks and damage for the unit striking first.

4. Repeat for other units in the combat, in strike order.

5. Move on to next combat.

STRIKE ORDER

- Cavalry strike before infantry and artillery.
- Infantry strike before artillery.

If several units are eligible to strike first, then resolve ties in the following order:

- Units that charged in this turn strike first.
- In the case of a tie, the unit with the highest Fighting Skill goes first.
- If there's still a tie, units strike simultaneously.

MELEE WEAPONS CHART

Weapon	Base chance to wound	Special Rules
Bayonet	5+	
Pike	5+	+1 attack per company against charging cavalry.
Sabre*	4+	
Lance	5+	+2 to wound when charging infantry or artillery; +1 to wound when charging cavalry.
Unarmed	6+	
Pistols	Special	Re-roll

MODIFIERS TO COMBAT RESULT

Attacking in the flank	+2
Attacking in the rear	+3
On higher ground	+1
Unit is infantry in square	+1
General is within 12"	+1
Won previous combat against same opponent	+1
Outnumber foe by 2:1 or more*	+1

* The total number of companies at the end of the combat is used to calculate whether the outnumbering bonus applies.

COMMAND CHECKS

When you are called upon to take a Command check, roll 2D6 and add the total score to the highest Command Value in the unit. A score of 10+ is a success.

COMMAND CHECK MODIFIERS

Situation	CV Modifier
Below half strength. The unit has less than half its original number of companies remaining. If the unit began with only one company, then it never counts this penalty.	-1
Last company remaining. The unit has just one company left. If the unit began with only one company, then it never counts this penalty.	-1*
Lost the Colours. The unit has had its colours captured earlier in the battle.	-2
Disordered. If a unit is already Disordered, any Command checks are at an additional -1 CV.	-1

Situation	CV Modifier
Outnumbered in combat by 2:1 or more. As described in the Melee phase section, outnumbering is calculated by totalling up the number of companies on each side of the combat.	-1
Infantry in line charged by cavalry. Infantry are prone to waver more readily if they are not prepared for the charge of cavalry.	-1
Cavalry wishing to charge square. All cavalrymen know that charging a well formed square is folly, and both men and mounts will resist any such order.	-2

* Cumulative with 'below half strength' penalty.

SUMMARY

RANCE

	Type	F	A	R	C	TAC	STG
dependent Officers							
aréchal/Général	Officer	3	2	3	6	-	3
olonel	Officer	3	1	1	6	-	2
eutenant Colonel	Officer	3	1	1	5	-	2
ides	Special	-	+1	+1	-	-	-
ench Line Battalion							
nfantryman Marie-Lousie)	Infantry	2	3	1	3	2	-
nfantryman (Reg)	Infantry	3	3	1	3	3	-
apeur	Special	-	+1	1	-	-	-
apitaine	Officer	-	+1	1	3	-	1
hef de Bataillon	Officer	-	+1	1	4	-	2
ench Light Infantry Battalion							
ight (Raw)	Infantry	2	3	1	3	2	-
ight (Reg)	Infantry	3	3	1	3	3	-
apitaine	Officer	-	+1	1	3	-	1
uirassiers							
uirassier	Cavalry	4	6	3	3	3	-
apitaine	Officer	-	+1	3	3	-	1
hef d'escadron	Officer	-	+1	3	4	-	2
arabiniers a Cheval							
arabinier	Cavalry	3	6	3	3	3	-
apitaine	Officer	-	+1	3	3	-	1
hef d'escadron	Officer	-	+1	3	4	-	2
ragoons							
ragoons	Cavalry	4	5	3	3	3	-
apitaine	Officer	-	+1	3	3	-	1
hef d'escadron	Officer	-	+1	3	4	-	2
rench Light Cavalry							
Lancers	Cavalry	3	4	2	3	4	-
Hussars	Cavalry	4	4	2	3	4	-
Capitaine	Officer	-	+1	2	3	-	1
hasseurs à Cheval							
Chasseurs	Cavalry	3	4	2	3	4	-
Capitaine	Officer	-	+1	2	3	-	1
Mamluks							
Maluk	Cavalry	4	5	2	3	4	-
Kaptan	Officer	-	+1	2	3	-	1
Old Guard Infantry Battalion							
Old Guard	Infantry	4	4	1	4	4	-
Sapeur	Special	-	+1	1	-	-	-
Chef d'bataillon	Officer	-	+1	1	4	-	1
Colonel- Commandant	Officer	-	+1	1	5	-	2
Maréchal de Camp	Officer	-	+1	1	6	-	2
Marins de la Garde							
Marins de la Garde	Infantry	4	4	1	4	4	-
Sapeur	Special	-	+1	1	-	-	-
Capitaine	Officer	-	+1	1	4	-	1
Middle Guard Infantry Battalion							
Middle Guard	Infantry	3	4	1	4	3	-
Sapeur	Special	-	+1	1	-	-	-
Chef d'bataillon	Officer	-	+1	1	4	-	1
Colonel-Commandant	Officer	-	+1	1	5	-	2

	Type	F	A	R	C	TAC	STG
Young Guard Infantry Battalion							
Young Guard	Infantry	3	3	1	4	3	-
Sapeur	Special	-	+1	1	-	-	-
Chef d'bataillon	Officer	-	+1	1	4	-	2
Imperial Guard Heavy Cavalry							
Grenadiers/Dragoons	Cavalry	4	6	3	4	4	-
Gendarmes	Cavalry	4	6	3	4	3	-
Chef d'escadron	Officer	-	+1	3	4	-	1
Lt Colonel	Officer	-	+1	3	5	-	2
Chasseurs of the Guard							
Chasseurs (Guard)	Cavalry	4	5	2	4	4	-
Chef d'escadron	Officer	-	+1	2	4	-	1
Lt Colonel	Officer	-	+1	2	5	-	2
Polish Lancers of the Guard/Dutch Lancers Guard							
Polish Lancers	Cavalry	5	4	2	4	4	-
Chef d'escadron	Officer	-	+1	2	4	-	1
Lt Colonel	Officer	-	+1	2	4	-	2
Old and Middle Guard Artillery							
Foot Artillery	Artillery	3	1	1	4	2	-
Gun	Artillery	-	-	3	-	-	-
Capitaine	Officer	-	+1	3	4	-	1
Imperial Guard Horse Artillery							
Horse Artillery	Artillery	3	1	1	4	2	-
Gun	Artillery	-	-	3	-	-	-
Capitaine	Officer	-	+1	3	4	-	1
Young Guard Foot Artillery							
Foot Artillery	Artillery	3	1	1	4	2	-
Gun	Artillery	-	-	3	-	-	-
Capitaine	Officer	-	+1	3	4	-	1
Foot Artillery							
Foot Artillery	Artillery	3	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Capitaine	Officer	-	+1	3	3	-	1
Horse Artillery							
Horse Artillery	Artillery	3	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Capitaine	Officer	-	+1	3	3	-	1

FRENCH PENINSULAR WAR ALLIES

	Type	F	A	R	C	TAC	STG
Independent Officers							
German Colonel	Officer	3	1	1	5	-	2
Aides	Special	-	+1	+1	-	-	-
Italian Line Infantry							
Infantry	Infantry	3	3	1	3	3	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2
Neopolitan Line Battalion							
Infantryman	Infantry	3	3	1	2	2	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	2	-	1

	Type	F	A	R	C	TAC	STG
Nassau, Berg or Westphalian Line Battalion							
Infantryman	Infantry	3	3	1	3	2	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2
Nassau Light Infantry Battalion							
Infantryman	Infantry	3	3	1	3	2	-
Captain	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2
Swiss Mercenaries							
Mercenary	Infantry	3	3	1	3	4	-
Hauptmann	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2
Polish Vistula Legion Line Battalion							
Vistula (raw)	Infantry	2	3	1	3	2	-
Vistula (reg)	Infantry	3	3	1	3	3	-
Sapper	Special	-	+1	1	-	-	-
Kapitan	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2
Prussian Musketeer Battalion							
Musketeer	Infantry	3	3	1	2	2	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	2	-	1
Polish Vistula Lancers							
Lancer	Cavalry	3	4	2	3	3	-
Kapitan	Officer	-	+1	2	3	-	1
Major	Officer	-	+1	2	4	-	2
Italian Foot Artillery							
Foot Artillery	Artillery	2	1	1	2	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	2	-	1
Italian Horse Artillery							
Horse Artillery	Artillery	3	1	1	2	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	2	-	1

GREAT BRITAIN

	Type	F	A	R	C	TAC	STG
Independent Officers							
Field Marshal/General	Officer	3	2	3	6	-	3
Colonel	Officer	3	1	1	5	-	2
Major	Officer	3	1	1	4	-	2
Aides	Special	-	+1	+1	-	-	-
British Line Battalion							
Raw	Infantry	2	3	1	3	2	-
Regular	Infantry	3	3	1	3	3	-
Elite	Infantry	4	3	1	4	3	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	3/4	-	1
Major	Officer	-	+1	1	4	-	2
Colonel	Officer	-	+1	1	5	-	2

	Type	F	A	R	C	TAC	STG
British Guards							
Guard	Infantry	4	3	1	4	4	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	4	-	1
Major	Officer	-	+1	1	4	-	2
Colonel	Officer	-	+1	1	5	-	2
KGL Line Battalion							
KGL	Infantry	3	3	1	3	3	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	4	-	1
Major	Officer	-	+1	1	4	-	2
Colonel	Officer	-	+1	1	5	-	2
British Light Infantry Battalion							
Light (KGL)	Infantry	3	3	1	3	3	-
Light (Raw)	Infantry	2	3	1	3	2	-
Light (Reg)	Infantry	3	3	1	3	3	-
Captain	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2
Colonel	Officer	-	+1	1	5	-	2
British Rifles Battalion							
Riflemen	Infantry	3	3	1	3	4	-
Captain	Officer	-	+1	1	3	-	1
Colonel	Officer	-	+1	1	4	-	2
Major	Officer	-	+1	1	5	-	2
Guard (Household) Cavalry							
Guards	Cavalry	4	6	3	4	3	-
Captain	Officer	-	+1	3	4	-	1
Major	Officer	-	+1	3	4	-	2
Colonel	Officer	-	+1	3	5	-	2
Dragoon Guards							
Dragoon Guards	Cavalry	4	5	3	3	4	-
Captain	Officer	-	+1	3	3	-	1
Major	Officer	-	+1	3	4	-	2
Colonel	Officer	-	+1	3	5	-	2
Dragoons							
Dragoons	Cavalry	3	5	3	3	3	-
Captain	Officer	-	+1	3	3	-	1
Major	Officer	-	+1	3	4	-	2
Colonel	Officer	-	+1	3	5	-	2

	Type	F	A	R	C	TAC	STG
Light Dragoons							
Light Dragoons	Cavalry	3	4	2	3	4	-
KGL Light Dragoons	Cavalry	4	4	2	3	4	-
Captain	Officer	-	+1	2	3	-	1
Major	Officer	-	+1	2	4	-	2
Colonel	Officer	-	+1	2	5	-	2
Hussars, including KGL							
Hussars	Cavalry	4	4	2	3	4	-
Captain	Officer	-	+1	2	4	-	1
Major	Officer	-	+1	2	4	-	2
Colonel	Officer	-	+1	2	5	-	2
Royal Foot Artillery or KGL Artillery							
Foot Artillery	Artillery	3	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	3	-	1

	Type	F	A	R	C	TAC	STG
al Horse Artillery							
rse Artillery	Artillery	3	1	1	3	2	-
n	Artillery	-	-	3	-	-	-
ptain	Officer	-	+1	3	3	-	1
A Rocket troop							
rse Artillery	Artillery	3	1	1	3	2	-
ckets	Artillery	-	-	1	-	-	-
ptain	Officer	-	+1	3	4	-	1

NINSULAR WAR COALITION ALLIES

	Type	F	A	R	C	TAC	STG
ependent Officers							
rtuguese Colonel	Officer	3	1	1	4	-	2
nish Colonel	Officer	3	1	1	4	-	2
tuguese Line Battalion							
ntry	Infantry	3	3	1	2	3	-
ptaine	Officer	-	+1	1	2	-	1
tuguese Militia							
itia	Infantry	2	3	1	2	2	-
ptaine	Officer	-	+1	1	2	-	1
tuguese Cacadores							
adores	Infantry	2	3	1	3	3	-
ptaine	Officer	-	+1	1	3	-	1
nish Line Battalion							
ntry (Reg)	Infantry	3	3	1	2	3	-
ntry (Raw)	Infantry	3	3	1	1	2	-
pitán	Officer	-	+1	1	2	-	1
nish Guerrillas							
errillas	Infantry	3	3	1	2	3	-
mmandant	Officer	-	+1	1	3	-	1
dores De Doyle/Cazadores De Barbastros							
ador	Infantry	2	3	1	2	3	-
ptain	Officer	-	+1	1	2	-	1
onel Doyle	Officer	-	+1	1	5	-	2
tuguese Cavalry							
tuguese Cavalry	Cavalry	3	3	2	2	3	-
ptaine	Officer	-	+1	2	2	-	1
nish Cavalry							
nish Cav.	Cavalry	3	3	2	2	3	-
pitán	Officer	-	+1	2	2	-	1
Sanchez's Guerilla Cavalry							
nish Cav.	Cavalry	3	3	2	2	3	-
pitán	Officer	-	+1	2	3	-	1
n Sanchez	Officer	-	+2	2	3	-	2
tuguese Artillery							
llleryman	Artillery	2	1	1	2	2	-
n	Artillery	-	-	3	-	-	-
ptaine	Officer	-	+1	3	3	-	1

TERLOO CAMPAIGN COALITION ALLIES

	Type	F	A	R	C	TAC	STG
ependent Officers							
ch, Nassau, noverian General	Officer	3	2	3	5	-	3
nswicker Colonel	Officer	3	1	1	5	-	2
ch, Nassau,	Officer	3	1	1	4	-	2

	Type	F	A	R	C	TAC	STG
Hanoverian Colonel							
Brunswicker Major	Officer	3	1	1	4	-	2
Dutch, Nassau, Hanoverian Major	Officer	3	1	1	4	-	1
Aides	Special	-	+1	+1	-	-	-
Hanoverian Field Battalion							
Infantry	Infantry	2	3	1	2	2	-
Captain	Officer	-	+1	1	2	-	1
KGL Major	Officer	-	+1	1	4	-	2
KGL Colonel	Officer	-	+1	1	5	-	2
Hanoverian Landwehr Battalion							
Landwehr	Infantry	2	3	1	2	2	-
Captain	Officer	-	+1	1	2	-	1
Hanoverian field Jaegers							
Field Jaeger	Infantry	2	3	1	2	3	-
Captain	Officer	-	+1	1	2	-	1
Brunswick Line Battalion							
Infantry	Infantry	3	3	1	2	3	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	2	-	1
Major	Officer	-	+1	1	3	-	2
Brunswick Light Infantry Battalion							
Light Infantry	Infantry	3	3	1	2	3	-
Captain	Officer	-	+1	1	2	-	1
Major	Officer	-	+1	1	3	-	2
Brunswick Avantgarde (Vanguard) Battalion							
Avantgarde	Infantry	3	3	1	2	3	-
Captain	Officer	-	+1	1	2	-	1
Nassau Line Battalion							
Infantryman	Infantry	3	3	1	2	2	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	2	-	1
Major	Officer	-	+1	1	3	-	2
Nassau Landwehr battalion							
Landwehr	Infantry	2	3	1	2	2	-
Captain	Officer	-	+1	1	2	-	1

	Type	F	A	R	C	TAC	STG
Dutch/Belgian Line Battalion							
Infantryman	Infantry	3	3	1	2	2	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	2	-	1
Major	Officer	-	+1	1	3	-	1
Dutch/Belgian or Nassau Jaeger Battalion							
Jaeger	Infantry	3	3	1	2	3	-
Captain	Officer	-	+1	1	2	-	1
Dutch Militia							
Militia	Infantry	2	3	1	2	2	-
Captain	Officer	-	+1	1	2	-	1
Hanoerian 'Cumberland' Hussars							
Cumberland Hussars	Cavalry	3	4	2	2	3	-
Captain	Officer	-	+1	2	2	-	1
Duke of Cumberland	Officer	-	+1	2	3	-	2
Brunswick Hussars							
Brunswick Hussars	Cavalry	3	4	2	3	3	-
Captain	Officer	-	+1	2	3	-	1
Major	Officer	-	+1	2	4	-	2

	Type	F	A	R	C	TAC	STG
Brunswick Uhlan Cavalry							
Brunswick Uhlans	Cavalry	3	4	2	3	3	-
Captain	Officer	-	+1	2	3	-	1
Major	Officer	-	+1	2	4	-	2
Dutch/Belgian Carabineers							
Carabineer	Cavalry	3	6	3	2	3	-
Captain	Officer	-	+1	3	2	-	1
Major	Officer	-	+1	3	3	-	1
Dutch/Belgian Light Dragoons or Hussars							
Lt. Dragoon/ Hussar	Cavalry	3	4	2	2	3	-
Captain	Officer	-	+1	2	2	-	1
Major	Officer	-	+1	2	3	-	1
Hanoverian Foot Artillery							
Foot Artillery	Artillery	2	1	1	2	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	2	-	1

	Type	F	A	R	C	TAC	STG
Brunswick Foot Artillery							
Foot Artillery	Artillery	2	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	3	-	1
Brunswick Horse Artillery							
Horse Artillery	Artillery	2	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	3	-	1
Belgian Foot Artillery							
Foot Artillery	Artillery	2	1	1	2	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	2	-	1
Dutch Horse Artillery							
Horse Artillery	Artillery	2	1	1	2	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	2	-	1

PRUSSIA

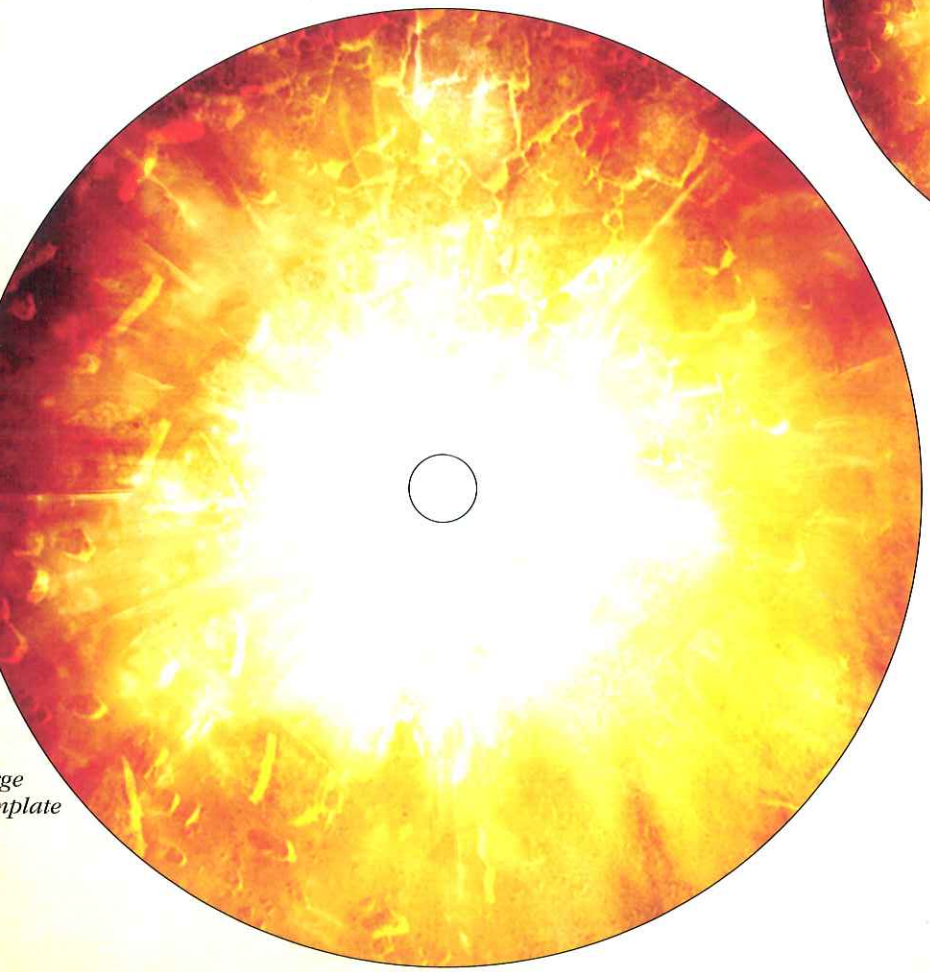
	Type	F	A	R	C	TAC	STG
Independent Officers							
Field Marshall/General	Officer	3	2	3	6	-	3
Colonel	Officer	3	1	1	5	-	2
Aides	Special	-	+1	+1	-	-	-
Prussian Muketeer Battalion							
Musketeer	Infantry	3	3	1	3	3	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2
Colonel	Officer	-	+1	1	5	-	2
Prussian Fusiliers Battalion							
Fusiliers	Infantry	3	3	1	3	3	-
Engineer	Special	-	+1	1	-	-	-
Captain	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2
Prussian Landwehr Battalion							
Landwehr	Infantry	2	3	1	2	2	-
Captain	Officer	-	+1	1	2	-	1
Dragoons							
Dragoons	Cavalry	3	4	3	3	3	-
Captain	Officer	-	+1	3	3	-	1
Major	Officer	-	+1	3	4	-	2
Colonel	Officer	-	+1	3	5	-	2
Cuirassiers							
Cuirassier	Cavalry	3	5	3	3	3	-
Captain	Officer	-	+1	3	3	-	1
Major	Officer	-	+1	3	4	-	2
Colonel	Officer	-	+1	3	5	-	2
Hussars							
Hussars	Cavalry	4	4	2	3	4	-
Captain	Officer	-	+1	2	3	-	1
Major	Officer	-	+1	2	4	-	2
Colonel	Officer	-	+1	2	5	-	2

	Type	F	A	R	C	TAC	STG
Uhlan Cavalry							
Uhlans	Cavalry	3	4	2	3	3	-
Captain	Officer	-	+1	2	3	-	1
Major	Officer	-	+1	2	4	-	2
Landwehr Cavalry							
Landwehr	Cavalry	2	3	2	2	2	-
Captain	Officer	-	+1	2	2	-	1
Foot Artillery							
Foot Artillery	Artillery	3	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	3	-	1
Horse Artillery							
Horse Artillery	Artillery	3	1	1	3	2	-
Gun	Artillery	-	-	3	-	-	-
Captain	Officer	-	+1	3	3	-	1

TEMPLATES

1 OUND	2 WOUNDS	3 WOUNDS	4 WOUNDS	5 WOUNDS	1 WOUND	2 WOUNDS	3 WOUNDS	4 WOUNDS	5 WOUNDS	1 WOUND	2 WOUNDS	3 WOUNDS	4 WOUNDS
1 OUND	2 WOUNDS	3 WOUNDS	4 WOUNDS	5 WOUNDS	1 WOUND	2 WOUNDS	3 WOUNDS	4 WOUNDS	5 WOUNDS	1 WOUND	2 WOUNDS	3 WOUNDS	4 WOUNDS
1 TAC	2 TAC	3 TAC	4 TAC	1 TAC	2 TAC	3 TAC	4 TAC	1 TAC	2 TAC	3 TAC	4 TAC		
1 TAC	2 TAC	3 TAC	4 TAC	1 TAC	2 TAC	3 TAC	4 TAC	1 TAC	2 TAC	3 TAC	4 TAC		
1 STG	2 STG	3 STG	4 STG	1 STG	2 STG	3 STG	4 STG						
1 STG	2 STG	3 STG	4 STG	1 STG	2 STG	3 STG	4 STG						
1 STG	2 STG	3 STG	4 STG	1 STG	2 STG	3 STG	4 STG						

Small Template



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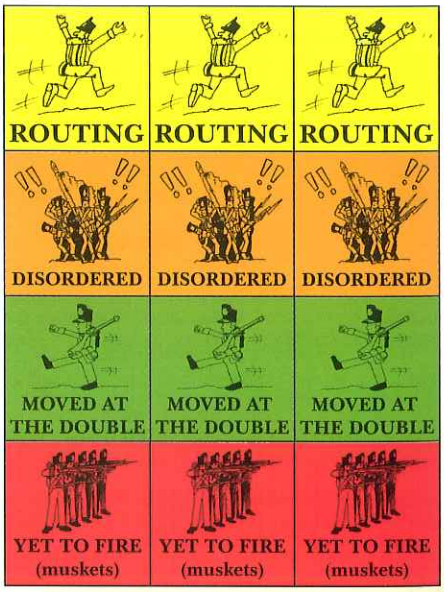

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ROSTER

ARMY: **TOTAL POINTS:**

Unit	Type	F	A	R	C	TAC	STG	Options	Special Rules	Points Value

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NDEX

out face....33, 35,36
gning the combatants....31
ny composition....108
rance....109
Great Britain....109
Russia....109
ny continuity....213
ny General....67
Chain of Command....67
nspiring Presence....67
ny Lists....108-156
Other restrictions....108
Using the Army Lists....108
ny roster....8, 283
illery and Ammunition types....61-64
illery Officers....66
illery phase, the....26
illery....59
Ammunition types....61-64
ntrenched....59
oot Artillery rules....60
General Artillery rules....59
Horse Artillery rules....60
Non-combatants....59
ummary table....64
Targeting Independent Officers....60
aulting a Fortress (See Fortresses)
ume Command (See Independent Officers)
acks and damage (Melee phase)....49
rked Commands....80
rriers....41
sing conventions....10
ttering table....104
ttle for the Farm (scenario)....90
ttlefield features....41
ttlefield, the....85
yonet Drill....68
ücher, Field Marshal Gebhard....271
berecht von
rvest of the Brave....(See Michel Ney)
eak the Line (See Heavy Cavalry Squadrons)
gade....68
led Shot....69
mpaigns....211-214
ommon campaign rules....213
What is a campaign?....212
Winning and Losing....214
nister shot (grapeshot)....62
nister shot table....62
nnon Misfire table....61
nnon....61
pacity ratings....72
pturing the colours....51, 65
ssass shot (howitzers)....62
pe Diem....80
Casualty removal (Melee phase)....50
Cautious Commander....(See Picton, Lt-Gen Sir Thomas)
Cavalry Charge....(see Cavalry: General Cavalry Special Rules)
Cavalry Commander....(See Paget, Field Marshal Henry William)
Cavalry....58
• General Cavalry rules....58
• Heavy Cavalry squadrons....58
• Light Cavalry squadrons....59
Chain of Command (See Army General)
Characteristics....17
• Attacks (A)....17
• Command Value (C)....18
• Damage Threshold chart....17
• Fighting Skill (F)....17
• Resilience (R)....17
• Strategy (STG)....18
• Tactics (TAC)....18
Charge declarations....28
Charge Impetus .(See Heavy Cavalry Squadrons)
Charge reactions....28-29
• Flee....29
• Hold....28
• Stand and Shoot....29
Charge reactions, special cavalry....29
• Counter-charge....29
• Evade....29
Charges....28
Charmed Life....80
Collonnes d'attaque ....(see Column of Attack)
Colours....65
Column of attack (formation)....37
Column of march (formation)....36
Combat results....50
Combat result modifiers....50
Combat sequence....48
Command and control....54
Command check penalties chart....54
Command checks....54
• Command check penalties....54
• Proximity to officers....54
• Using TAC points....54
Command companies....65
• In Melee....49
Command Radius...(See Independent Officers)
Companies & battalions, definition of....10
Congreve Rockets....63
• Terrify Cavalry....63
• Rockets Misfire table....63
Consummate Tactician....(See Field Marshal Arthur Wellesley)
Cover....47
• Cover saves....47
Cuirasses....69
Damage (shooting)....45
Damage roll, the....49
Defending a linear barrier....74
Defensible Terrain Damage table....73
Defensible Terrain or Fortress?....100
Defensible Terrain....41, 72-75, 100
• Assaulting a defensible feature....74
• Fires!....75
• Leaving a defensible feature....73
• Moving through a defensible feature....75
• Occupying a defensible feature....72
• Shooting at a defensible feature....73
• Shooting from a defensible feature....74
• Siege warfare....72
• Suggested capacity ratings....72
Dice....8, 11
• Modifying dice rolls....11
• Re-rolls....11
• Roll-offs....11
Difficult shots (artillery)....26
Difficult shots....45
Difficult terrain....41
Direct fire....62
Disordered....55
Drilled....69
Duellist....81
Eager for Battle....80
Elevated positions....(see Hills, firing from)
End of the turn....53
Ending a battle....24
Enfilading fire....36, 46
Engaged units....31
Engineers/Sappers....65
• Fearsome....66
• Siege Attackers....65
• Siege Defences....66
Entrenched....(See Artillery: General Artillery Special Rules)
Experience Points Bonus chart....214
Experience table....213
Experience....213
Fast dice rolling....43
Fast Limbers....(See Horse Artillery Rules)
Fearsome....(See Engineers)
Fearsome Reputation....79
Feint....80
Field Commission....79
Field Marshal Arthur Wellesley....268
Fierce Reputation....69
Figure sizes....7
Figurehead....(See Napoleon Bonaparte I and Blücher, Field Marshal)
Fire at Will!....(See Special Orders)
Fire on My Order!....(See Unit Orders)

Fire on the Move....44
Fire! table....75
Fires!....75
Firing arcs....43
Firing sequence....26, 42
Flank & rear charges....30
Flogging Officer....81
Foot Artillery rules....60
• Gunnery Officers....60
• Hefty....60
• Limbers....60
• Spike the Guns!....60
For King and Country!....78
Form Square!....(See Independent Officers)
Formations....34
Formidable....(see Cavalry: General Cavalry Special Rules)
Forming units....19
Fortifications/fortresses....41, 99-104
Fortress Summary chart....99
Fortresses....99-104
• Assaulting a fortress....103
• Fighting through a gateway....104
• Leaving a fortress section....100
• Occupying a fortress section....100
• Shooting at a fortress....102
• Shooting at fortress defenders....100
• Shooting from a fortress....100
France Army List....110-125
• Army special rules....111
• Independent Officers....111
• Infantry Battalions....112
• Cavalry Squadrons....113
• Imperial Guard Units....115
• Imperial Guard Artillery....118
• Artillery Batteries....119
• Brigades....119
French Peninsular War Allies....120-125
• Independent Officers....120
• Infantry Battalions....120
• Cavalry Squadrons....123
• Artillery Batteries....123
• Brigades....122
Fresh Orders....80
Game overview & sequence....16
Gaming area....8
Getting Around....(See Independent Officers)
Grand Strategies....78
Great Britain Army List....126-135
• Army special rules....127
• Independent Officers....127
• Infantry Battalions....128
• Cavalry Squadrons....131
• Artillery Batteries....133
• Brigades....133
Ground scale....10, 43
Guerrillas....69
Gunnery Officers....(See Foot Artillery rules)
Hard targets....26, 61
Hardened....69
Hatred....69
Heavy Cavalry Squadrons....58
• Break the Line....58
• Charge Impetus....58
• Walking Charge....59
Hefty....(See Foot Artillery rules)
Hero of the Hour....79
Hills....41
Hills, firing from....43
Hold the Village (scenario)....96
Hold....(See Special Orders)
Hollowed Ammunition (mortars)....63
Horse Artillery rules....60
• Fast Limbers....60
• Rapid Retreat....60
How many shots do I get?....44
Howitzer and Mortar Misfire table....63
Howitzers....62
Impassable terrain....41
Impetuous....69
Incendiary Rockets....63, 105
Incendiary....69
Independent officers in melee....49
Independent Officers....66
• Assume Command....67
• Command Radius....67
• Form Square!....67
• Getting Around....67
• Look Out, Sir!....67
• Strategies....67
Indirect fire....62
Infantry....57
Initiative phase, the....25
Inspirational....79
Inspiring Presence....(See Army General)
Interpenetration....34
Iron Will....(See Picton, Lt-Gen Sir Thomas)
Key objectives....214
King of the Hill (scenario)....91
Last Stand (scenario)....94
Lay of the Land....78
Lead From the Front....81
Legendary Officers....266
• Fielding a Legendary Officer....266
• France....266
• Great Britain....268
• Prussia....271
Legends of Waterloo....265-272
Light Cavalry Squadrons....59
• Skirmish....59
Light Infantry Battalions....57
• Skirmishers....57
Limbers....(See Foot Artillery rules)
Line formation....35
• Splitting fire when in line....35
• About face....35
Line infantry battalion....57
Line of sight....42-43
Look Out, Sir! (See Independent Officers)
Lying down....34
Manoeuvres....32
Manoeuvring during a charge....30-31
Marked for Greatness....(See Michel Ney)
Marksmen....69
Marshal Forward..(See Blücher, Field Marshal)
Master Strategist...(See Napoleon Bonaparte I)
Measure, tape....8
Measuring....11, 29
Meeting Engagement (scenario)....95
Melee phase, the....48
Melee Specialists....(see Cavalry: General Cavalry Special Rules)
Melee weapons chart....49
Michel Ney, Marshal of France....267
Militia....69
Minimum distance apart....27
Mistrust....69
Mixed company types within units....46
Mixed weapons within units....45
Modular terrain boards....85
Mortars....63
Most important rule, the....81
Movement phase, the....27
• Who moves first?....27
• Tactics points in the Movement phase....27
Movement rates....27
Movement trays....8, 10
Moving chargers....30
Moving routing troops....25
Multiple combats....51-52
• Combat results....51
• Rout and pursuit....51
• Surrounded!....52
Musicians....65
Napoleon Bonaparte I....266
Never Defeated!....78
No Mercy....81
Non-combatants....(See Artillery: General Artillery Special Rules)
Normal moves....32
Normal terrain....41
Number of attacks....49
Objectives (& Key Objectives)....88 (214)
Officer injuries....213
Officer Injury table....213
Officers....66
On To Victory!....(See Unit Orders)
Open terrain....41
Opening Volley....44
Opportunity Charge....(see Cavalry: General Cavalry Special Rules)

rders of Battle .(See the Waterloo Campaign)
verrunning the enemy.....53
get, Field Marshal Henry William.....269
nic.....56
eninsular War Coalition Allies.....136-139
Independent Officers.....136
Infantry Battalions.....137
Cavalry Squadrons.....139
Artillery Batteries.....139
icton, Lt-Gen Sir Thomas.....270
itched Battle (scenario).....89
ivoting.....32
russia Army List.....148-156
Army special rules.....149
Independent Officers.....149
Infantry Battalions.....150
Cavalry Squadrons.....151
Artillery Batteries.....153
Brigades.....153
andom game length.....88
andom Terrain chart.....86
ange (shooting).....44
Firing over half range.....44
anged weapons chart.....45
anging Fire.....(See Unit Orders)
apid Retreat.....(See Horse Artillery Rules)
efused Charges.....(see Cavalry: General Cavalry Special Rules)
emoving casualties (shooting).....46
eserves chart.....88
eserves.....88
etiring.....33
ight Place, Right Time.....81
oads.....41
ockets Misfire table.....63
oll for initiative.....25
out and pursuit.....51
outed.....56
ule of 1 and 6, the.....45
cale and figure ratio.....9
cenario special rules.....88
cenario table.....84
cenarios.....84-96
• Deployment.....87
• Designing your own scenarios.....214
• Forces.....87
• Game length.....87
• Pick a scenario.....84
• Placing the terrain.....86
• Random selection (of terrain).....86
• Setting up terrain.....85
• The battlefield.....87
• Victory conditions.....88
cenery scales.....10, 43
cenery.....8
coring units.....88
ergeants and NCOs.....65
Shooting phase, the.....42
Showered in Glory.....80
Shrapnel (howitzers).....62
Shrapnel ammunition (cannon).....61
Shrapnel Rockets.....63
Siege Attackers.....(See Engineers)
Siege Defences.....(See Engineers)
Siege Scenario, the.....105
Sieges.....98-105
• Fighting a siege.....98
Skirmish (cavalry).....(See Light Cavalry Squadrons)
Skirmish order (formation).....39
Skirmish Screen.....70
Skirmish screen, deploy (formation).....39, 70
Snaking.....33
Soft targets.....26
Sound Advice.....79
Special orders.....77
• Fire at Will!.....77
• Hold!.....77
• Step to it, Lads!.....77
• Up and at 'Em!.....77
Special Rules.....18, 68-70, 108
Spike the Guns!.....(See Foot Artillery rules)
Square (formation).....38
Start of turn.....25
Steel-jawed Determination.....78
Step to it, Lads!.....(See Special Orders)
Stirring Oratory.....80
Strategic Withdrawal.....81
Strategies.....67, 76-81
• Spending STG points.....76
Strategy points.....18, 76
Strike order.....48
Striking simultaneously.....48
Stubborn.....70
Surprise Attack (scenario).....93
Tactical Redeployment.....80
Tactics (TAC) points.....18, 26, 27, 42, 54
Take and Hold (scenario).....92
Taking sides.....24
Targeting Independent Officers..(See Artillery: General Artillery Special Rules)
Templates & counters.....8, 282
Temporary Special Rules.....70
Terrain.....40
The Day's Fox.....80
The Game Turn.....24
Theatres of War.....108
Towers Damage table.....102
Troop type.....17, 57-63
Turn sequence.....24
Two-rank Line.....70
Types of target (artillery).....26
Unit commanders.....65, 66
Unit Facing.....19
Unit Orders.....77
Unit replenishment.....213
Units & Officers.....57-67
• Artillery.....59
• Cavalry.....58
• Command Companies.....65
• Damage Threshold.....57
• Infantry.....57
• Officers.....66
Up and at 'Em!.....(See Special Orders)
Up Guards, and at Them Again!.....(See Field Marshal Arthur Wellesley)
Uxbridge, Earl of.....(See Paget, Field Marshal Henry William)
Valued Horsemanship.....79
Very Difficult Terrain.....41
Victory Points chart.....88
Victory Points.....88
Walking Charge.....(See Heavy Cavalry Squadrons)
Wall and Gatehouse Damage table.....102
Waterloo Campaign Coalition Allies...140-147
• Independent Officers.....140
• Infantry Battalions.....141
• Cavalry Squadrons.....145
• Artillery Batteries.....146
• Brigades.....147
Waterloo Campaign, the.....215-261
• Historical information.....215-218
• Playing the Campaign.....219
• Action at Gilly, the.....220-221
• Action at Wavre, the.....248-249
• Assault on the British Squares.....242-243
• British Cavalry Attack.....238-239
• Genappe.....228-229
• Hougoumont.....230-231
• La Haie-Sainte.....244-245
• Ligny.....224-225
• Plancenoit.....248-249
• Quatre Bras: Ney's Attack.....222-223
• Quatre Bras: Reinforcements.....226-227
• The Imperial Guard Attack.....254-255
• Orders of Battle.....256-262
Weapon special rules.....44
Weapons.....44
Wellington, Duke of.....(See Field Marshal Arthur Wellesley)
Wheeling.....32
Who can shoot?.....42

WHERE NEXT?

So you've started collecting your first army, and possibly played a few games – what next to fuel your involvement in the Napoleonic wargaming hobby?

WARHAMMER HISTORICAL ONLINE

The first stop for news of *Waterloo* and a whole host of other Warhammer Historical wargames is, naturally, the WHW website. For more information log on to:

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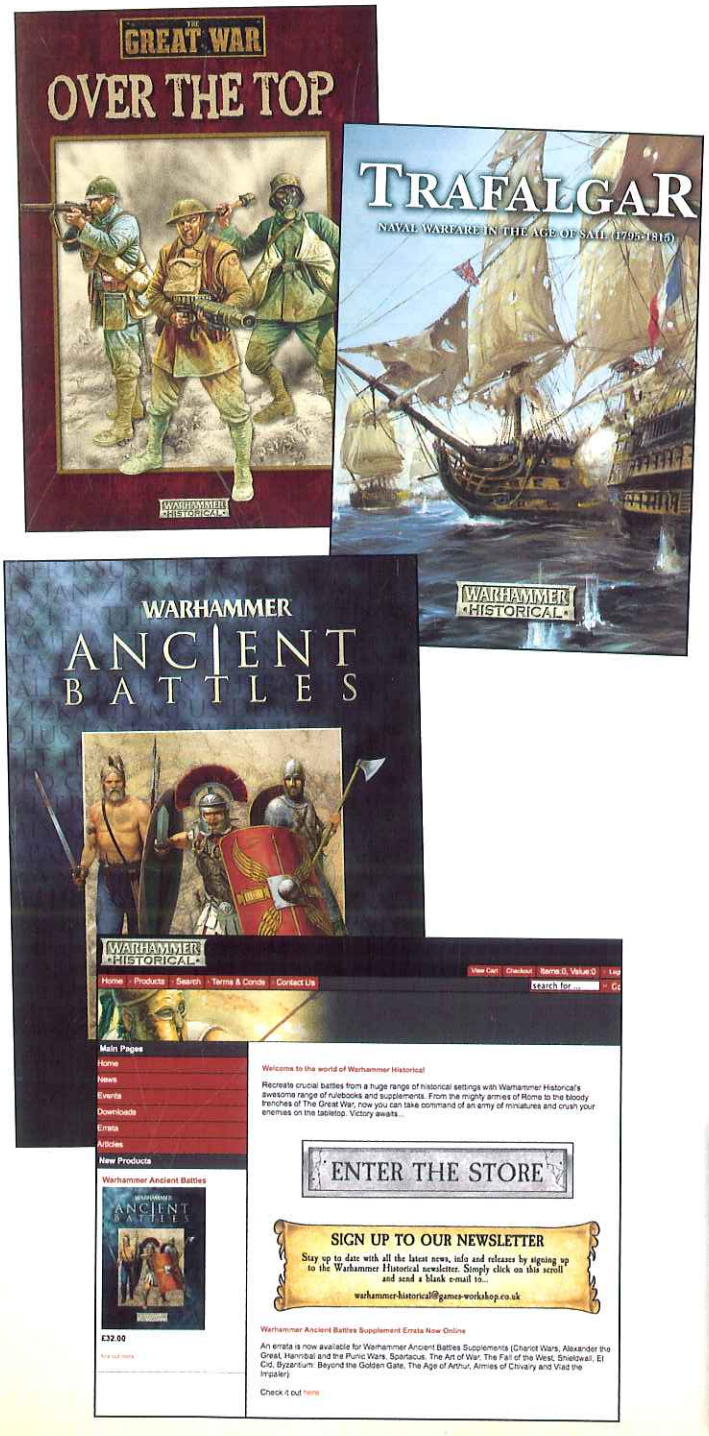

HOBBY SUPPLIES

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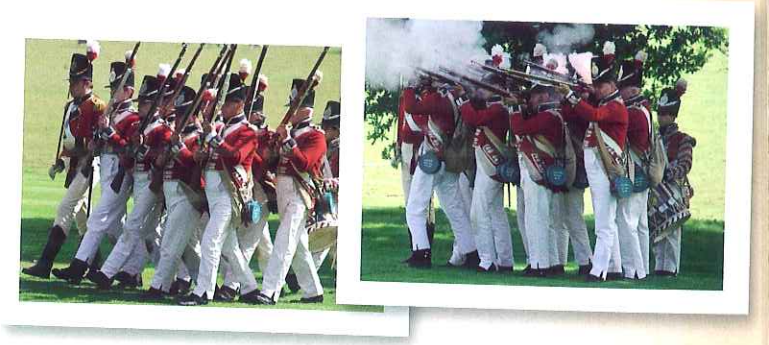
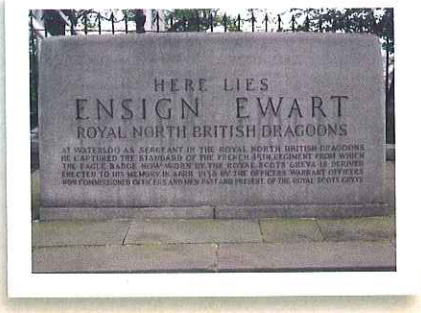
LIVING HISTORY

If you want inspiration for your model army, then the vibrant history of the Napoleonic era has it all – and there's no substitute for getting out there and seeing it for yourself! Not only can you visit sites of historical interest, military museums and battlefields (many of which include guided walking tours), but you can also watch Napoleonic re-enactors bring the period to life. If you feel suitably inspired, you could even join your local group and get involved!



Above: *'Col. George Monck's Regiment of Foote' re-enact the musket and march drills of the Coldstream Guards. Photos used with kind permission of Dr. Milo Thurston.* ***www.moncks.org.uk***



Left: *The grave of Ensign Charles Ewart outside Edinburgh Castle. Ewart, of the Scots Greys, captured the regimental eagle of the 45e Régiment de Ligne at the Battle of Waterloo, which can still be seen inside the castle at the Dragoon Guards Museum.*

www.edinburghcastle.gov.uk

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BIBLIOGRAPHY

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- Smith, Digby, *An Illustrated Encyclopedia of Uniforms of the Napoleonic Wars,* London: Lorenz, 2006

These two websites have a special place in the heart of any Napoleonic collector and history buff:

- The official Waterloo battlefield site: **www.waterloo1815.be/en/waterloo**
- Project Hougoumont – a heritage project to save Hougoumont Farm: **www.projecthougoumont.com**

And a mention must go to the following website, along with a special thanks to Zbigniew Olszewski and James Mitchel:

- Napoleon, His Army and Enemies: **napoleonistyka.atspace.com/**

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WATERLOO

by Mark Latham

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- The Duke of Wellington

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"At Waterloo, everything started to fail only once everything had succeeded."

- Napoleon Bonaparte

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