

WATERLOO

AVALON HILL'S TRADE-MARK NAME
FOR ITS NAPOLEONIC CAMPAIGN GAME
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THE AVALON HILL COMPANY
BALTIMORE, MARYLAND

WATERLOO



CONSUMER PANEL TESTED AND APPROVED

AGE LEVEL—Adults of all ages, 12 years and up.

NUMBER OF PLAYERS—2, plus any number of subordinate commanders.

GAME LENGTH—Two to four hours.

Now YOU get the chance to fight this historic campaign as you think it should have been fought. YOU command all the troops that took part in the actual battles—YOU plan the entire campaign strategy from start to finish—YOU lead your infantry, cavalry and artillery across an accurate, detailed map of all the battlefields.

As NAPOLEON, you are ready to strike toward Brussels with over 100,000 men. Or, as the British commander WELLINGTON, you hope to relive the events as they actually occurred by defeating Napoleon at Waterloo.

Through extensive historical research, Avalon Hill has set the stage for YOU to recreate history.

It is now 7:00 A.M. June 16, 1815—time to saddle up and alter the course of history in this greatest of all battle campaigns.

INSTRUCTIONS - READ FIRST



MAPBOARD

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

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

RIVERS: blue lines.

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

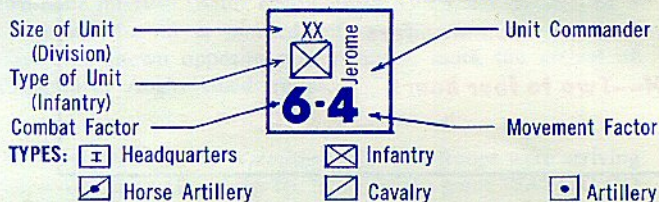
WOODS: any square containing green, wholly or partially.

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

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

UNIT COUNTERS

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



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

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

COMBAT FACTOR: basic fighting strength when attacking or defending.

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

PREPARE FOR PLAY

1. The mapboard is laid out on a table. The commander of the French Forces sits at the southern end of the board; the commander of the Prussian and Anglo-Allied Forces, hereafter called P-A-A player, sits at the northern end of the board.
2. The French player places his Units on the board in the positions outlined on the *Situation Card*.
3. After the French player has completed his Unit placement the P-A-A player places his Units on the board in the positions outlined on the *Situation Card*.

HOW TO PLAY

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

1. The French player moves any or all of his Units according to their individual movement factors. No P-A-A movement is allowed.
2. All combat caused by French movement is resolved.
3. The P-A-A player checks the Order of Appearance card for possible arrival of additional Units.
4. The P-A-A player moves any or all of his Units according to their individual movement factors. No French movement is allowed.
5. All combat caused by P-A-A movement is resolved.

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

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

1. The P-A-A player can win by either;
 - a. avoiding the French condition of victory by the end of the time limit.
 - b. eliminating all French combat Units.
2. The French player must eliminate all P-A-A combat Units to win. This can be done in one or both of the following methods:
 - a. elimination through ordinary combat.
 - b. elimination through enemy *defections*. For every French combat Unit the French player can move off the board toward Brussels, the P-A-A player must arbitrarily remove from the game Units whose combat factor total is twice that of the French Unit. Such arbitrary removal is done at the end of the French player's turn by the P-A-A player who may select any Units from anywhere on the board for removal. Units for removal may also be selected from any group awaiting arrival on board. Movement off the board by French Units must be done only through the board edge squares between the two roads, inclusive, due north from Mont St. Jean.

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

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

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

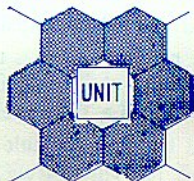
The die is used only to resolve combat—it has nothing to do with movement.

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

HOW TO HAVE COMBAT

1. The player moving his Units is always the attacker; his opponent is the defender.
2. A player, when attacking, automatically causes combat when he moves a Unit into an enemy Unit's zone of control.

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



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

ATTACKING:

1. The factor of any Unit when *attacking* is always the combat factor printed on its counter.
2. The attacker may move as many Units into enemy zones of control as he is able before resolving combat.
3. An attacking Unit must STOP as soon as it enters the first enemy controlled square.
4. An attacking Unit is not allowed to move through more than one enemy controlled square in the same turn.
5. An attacking Unit must attack every defending Unit in whose zone of control it lies.
6. An attacking Unit is not allowed to withdraw from an enemy Unit's zone of control and then re-enter that Unit's zone in the same turn.
7. A Unit beginning its turn while in an enemy Unit's zone of control is not allowed to move to another square in the same Unit's zone—it must either attack from the square it is on or withdraw from the zone altogether.

DEFENDING:

The factor of any Unit when defending is as follows:

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

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

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

MULTIPLE UNIT BATTLES

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

MOVEMENT AFTER COMBAT

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

1. A Unit that defeats any enemy Unit while attacking from a river square is allowed to move onto the defeated Unit's vacated square immediately after combat.
2. A Unit that defeats any enemy Unit on top of a hill while attacking from a slope square is allowed to move onto the defeated Unit's vacated hill top square after combat.

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

SPECIAL TERRAIN MOVEMENT

ROADS:

- a. Any Unit on a *primary* road is allowed to move four additional squares *on the road*. The Unit receives this four-square bonus immediately at any time it reaches a road. For example: a Unit which has a movement factor of four squares reaches a road square on its fourth move. It could then move up to four more squares along the road immediately in that same turn. Or suppose the same Unit had reached the road in two squares, then this Unit could move along the road up to four squares and then move off two more squares. A Unit is not allowed to apply the bonus movement to more than one road per turn.
- b. There is no movement bonus on *secondary* roads.

RIVERS:

- a. All Units must *stop* when they land on river squares. They may proceed in any direction on the next turn according to their movement factor.
- b. Units that land on a river square of a different river immediately after leaving one must again stop—not proceeding until the following turn.

- c. There is no movement delay when crossing rivers on primary and secondary roads.
- d. There is no movement delay traveling upstream or downstream on river squares of the same river.

WOODS:

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

SLOPES: There is no movement delay through slopes.

HILL TOPS: There is no movement delay through hill tops.

CITIES: There is no movement delay through cities.

TIME RECORD

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

ORDER OF APPEARANCE

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

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

1. Incoming Units are placed on board at the beginning of the P-A-A player's turn.
2. The P-A-A player places incoming Units in column on road squares beginning at the edge of the board.
3. Incoming Units may be placed on board in any order and stacked up to fifteen combat factors per square.
4. Incoming Units may be moved according to their movement factor and be used in combat in the same turn of arrival.

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

If the P-A-A player forgets to bring in Units when scheduled they may be brought on at any time later in the game.

USE OF HEADQUARTERS UNITS

1. In a 2-player game use only the HQ Units labeled Wellington, Napoleon and Blucher.
2. When more than 2 play, additional HQ Units may be used as subordinate commanders' HQ Units. Elimination of a subordinate commander's HQ Unit means he is out of the game. Units under his command, however, remain in play.
3. HQ Units are not allowed to attack and are automatically eliminated when attacked.
4. In effect HQ Units are included for historical purposes. They have very little bearing on the play of the game.

COMBAT RESULTS TABLE

1. To resolve combat, players must first convert battle odds to the basic odds comparisons appearing on the table. (4 to 2 battle odds would convert to 2 to 1; 9 to 3 converts to 3 to 1; etc.)
2. Next, the Die is rolled by the attacker.
3. The number rolled is matched up with the basic odds comparison to get the results of combat. For instance: if the odds are 2 to 1 and a 1 is rolled, all defending Units are eliminated.
4. If it becomes difficult to convert battle odds to basic odds you may use either Rule A in conjunction with Rule D or a simple formula that is as follows:

Round off all battle odds in favor of the defender. For example, if battle odds are 29 to 10, thus lying between 2 to 1 and 3 to 1, it is rounded off to 2 to 1. In other words all fractions are rounded off in favor of the defender. Other examples: 9 to 5 converts to 1 to 1; 24 to 5 is 4 to 1; 2 to 3 is 1 to 2; 4 to 15 is 1 to 4; etc.

COMBAT RESULTS EXPLANATION

1. A-ELIM: *all attacking Units* are to be considered completely destroyed and are removed from the board.
2. D-ELIM: *all defending Units* are to be considered completely destroyed and removed from the board.
3. BACK 2: *all losing Units* must retreat two squares in any direction, or combination of directions, determined by the winner. The winner cannot force losing Units into blocking zones of control or terrain if alternate, unblocked routes of retreat are available.
 - a. If a Unit is forced to retreat into an enemy controlled zone it is eliminated.
 - b. If a Unit is forced to retreat off the board it is eliminated.
 - c. If a Unit is forced to retreat onto or *across* a river it is eliminated.
 - d. Units are allowed to retreat in any direction if *on* river squares during combat.
 - e. Units are allowed to retreat through friendly Units even if stacked.
4. EXCHANGE: An even elimination of combat factors. When an *exchange* is rolled, the player with fewer combat factors removes *all* his Units—the other player removes a number of Units whose combined factors total at least that of the Units removed by his opponent. Since this exchange of combat factors does not always work out even up, a player sometimes must remove a number of Units whose total combat factors are more than that of the Units removed by his opponent. In an *exchange* the combat factors are computed at original or double their value depending upon the defensive position.

ORDER OF BATTLE CARD

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

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

SEND STAMPED ENVELOPE

For general information about all Avalon Hill products, send a stamped, self-addressed envelope to: The Avalon Hill Company, 4517 Harford Road, Baltimore, Maryland.

WATERLOO

REFERENCE FOLDER

This is not an instruction folder. Many examples showing movement, multiple battle, river and hilltop attack, exchanges, etc. are shown here for better understanding of the conduct of play.

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

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

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

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

On the afternoon of the 16th Napoleon met Blucher in battle at Ligny while Ney fought elements of Wellington's Army at Quatre Bras. Napoleon conducted a masterful tactical battle in which he defeated the Prussian Army. However, due to confusion in communications between Ney and Napoleon, D'Erlon's Corps did not join Napoleon at Ligny as he had ordered, and the Prussian rout was not as complete as it might have been.

Napoleon subsequently dispatched Marshal Grouchy with a large body of men to pursue Blucher's retreating army and complete their rout. However, a mistake on the part of either Napoleon or Grouchy as to the direction of the Prussian retreat brought about a delay in the pursuit which was ultimately to prove disastrous two days later at Waterloo.

Meanwhile, at Quatre Bras, Ney and Wellington had fought to a standstill when fighting ended on the evening of the 16th. The next day Napoleon moved his forces, minus Grouchy's troops, west to join with Ney and advance to meet the Anglo-Allied Army which was withdrawing in the direction of Brussels. The 17th was a day of movement which, in a sense, can be looked upon as the day Napoleon lost the battle of Waterloo. Because of his delay in pursuing the Prussians, they had managed to retreat in fairly good order and were regrouping at Wavre while Grouchy, having ascertained the direction of the Prussian retreat, was moving up the west bank of the Dyle River toward them. Wellington had withdrawn to Mt. St. Jean south of Waterloo and was planning to give battle with Napoleon on the 18th.

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

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

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

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

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

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

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

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

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

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

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

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

EQUIPMENT

- 22"x28" Mapboard
- 4-page Instruction Folder
- 4-page Reference Folder
- Time Record and Order of Battle Card
- Situation and Order of Appearance Card
- Red, Blue and Green Unit Counters
- Slide Rules A & D including Combat Results Table
- 1 Die

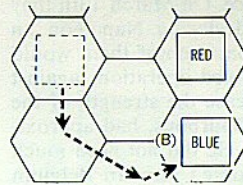
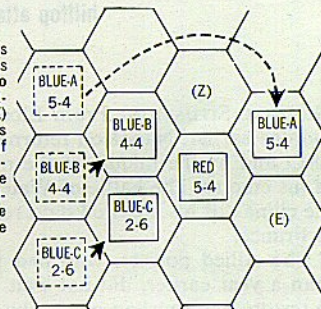
UNIT SYMBOLS

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

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

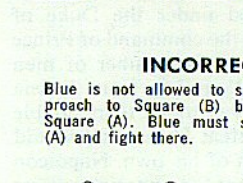
HOW TO HAVE COMBAT

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



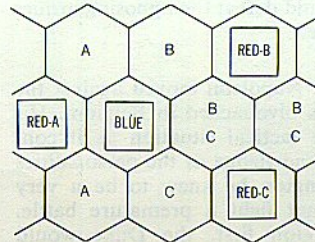
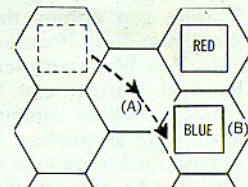
CORRECT

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



INCORRECT

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



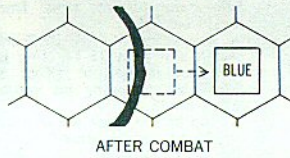
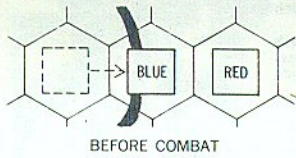
In this situation, Red-A only had engaged Blue in battle. Blue cannot retreat because it is surrounded by Red zones of control indicated by letter.

DEFECTION

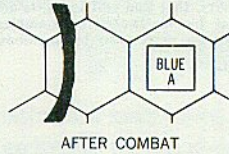
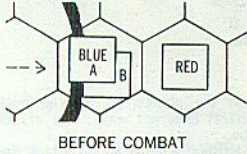
If, in the French Turn, all four Blue units shown totaling 15 factors are moved off the board, P-A-A Units totaling 30 factors automatically defect. The P-A-A player must remove any Units on board totaling 30 factors before taking his turn. Movement of French Units off the board must be done through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



MOVEMENT AFTER COMBAT



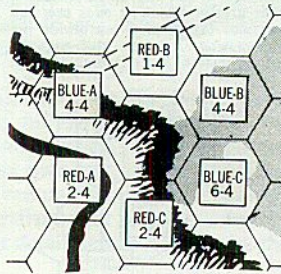
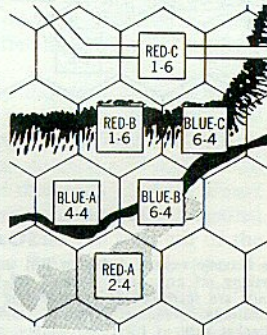
Blue moves onto the river square and attacks Red. If Blue is victorious it is allowed (not required) to move onto Red's vacated square after combat in the same turn. The same thing also applies in hilltop attack. Victorious Units on slopes may move onto hilltop squares vacated by defeated Units in the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



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

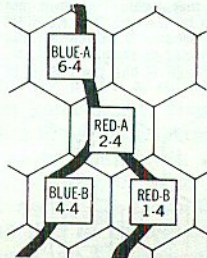
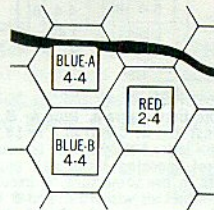
COMBAT—WHEN DEFENSE FACTORS INCREASE

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



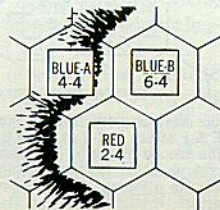
Since Blue is attacking from non-river squares, Red's factor is basic on defense: Blue-A attacks Red-A at 4-2, Blue-B attacks Red-B at 4-1, and Blue-C attacks Red-C down slope at 6-2.

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



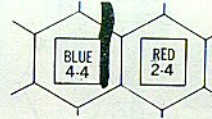
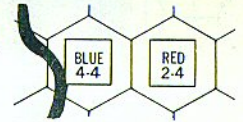
Since Red is defending on a river square, its factor does not double when attacked from river squares: Blue-A attacks Red-A at 6-2, Blue-B attacks Red-B at 4-1.

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



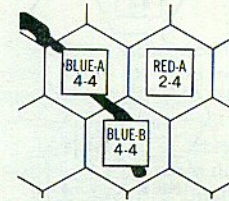
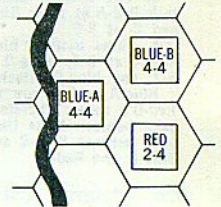
RIVER COMBAT

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

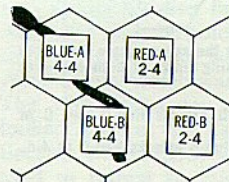


Blue's square is not a river square since the river does not pass through two sides of the hexagon. Blue attacks Red at 4 to 2.

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

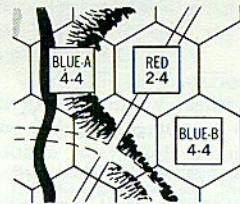
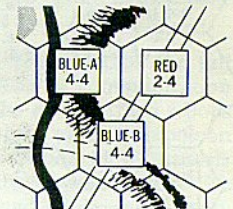


Blue B's square is not a river square. Consequently, Red's factor does not double and is attacked by Blue-A & B at 8 to 2 in the first example. However, in the second example, the presence of Red-B requires two separate battles since Red-B is not in Blue-A's zone. Red-A is attacked by Blue-A at 4 to 4 since it is being attacked from a river square. Red-B is attacked by Blue-B at 4 to 2.



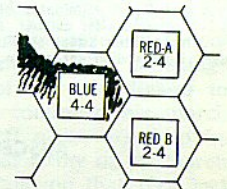
HILLTOP COMBAT

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



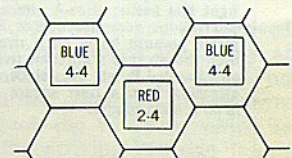
Since the Defender's factor does not double when attacked from both a slope and plain square, Red is attacked by Blue-A & B at 8 to 2.

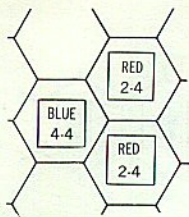
Red-A is on a hilltop because its square is adjacent to the thickest part of the splash contour of Blue's square. By this definition, Red-B's square is not a hilltop square. Only Red-A's factor doubles: Blue attacks Red-A & B at 4 to 6.



MULTIPLE UNIT BATTLES

When two or more Units attack one defending Unit, the factors of the attacking Units are totalled into one combined attack factor. Blue attacks at 8-2 (4-1).





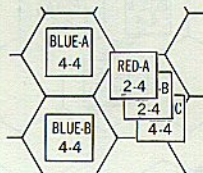
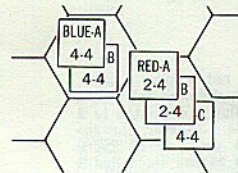
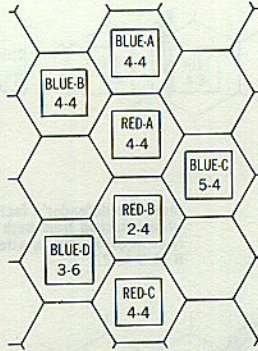
When one Unit attacks two or more defending Units, the factors of the defending Units are tallied into one combined defense factor. Blue attacks at 4-4 (1-1).

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

a. Two battles: Blue-A, B and C attack Red-A at 13-4; Blue-D attacks Red-B and C at 3-6.

b. Three battles: Blue-A and B attack Red-A at 8-4; Blue-C attacks Red-B at 5-2; and Blue-D attacks Red-C at 3-4.

Blue-A and B are not in Red-B and Red-C's zones. Therefore, combat cannot exist between these Units. The same applies between Blue-C and Red-C; between Blue-D and Red-A.

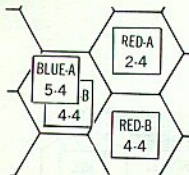


The attacker may divide combat against stacked Units on the same square into more than one battle as long as he has more than one attacking Unit. In both examples above, Blue has the choice of combat in three ways:

a. One battle: Blues attack Reds at 8-8.

b. Two battles: Blue-A attacks Red-A at 4-2; Blue-B attacks Red-B and C at 4-6.

c. Two battles: Blue-A attacks Red-A and B at 4-4; Blue-B attacks Red-C at 4-4.

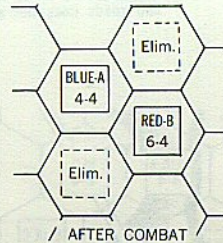
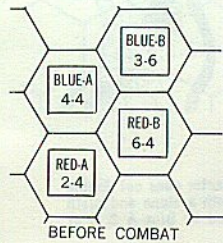


Stacked Units that are attacking from one square may divide combat against defending Units on separate squares. Blue has the choice of combat in three ways:

a. One battle: Blues attack Reds at 9-6.

b. Two battles: Blue-A attacks Red-A at 5-2; Blue-B attacks Red-B at 4-4.

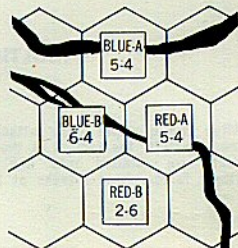
c. Two battles: Blue-A attacks Red-B at 5-4; Blue-B attacks Red-A at 4-2.



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

MISCELLANEOUS EXAMPLES

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



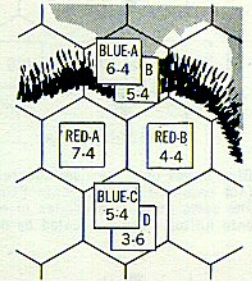
Blue has the choice of dividing combat into many different ways, four of which would be:

a. One battle: Blue-A, B, C and D attack Red-A and B at 19-11. This is the least desirable method of attack since Blue would be committing his entire forces in a 1-1 battle.

b. Two battles: Blue-A and B attack Red-A at 11-14; while Blue-C and D attack Red-B at 8-4.

c. Two battles: Blue-A and C attack Red-A at 11-7; while Blue-B and D attack Red-B at 8-4.

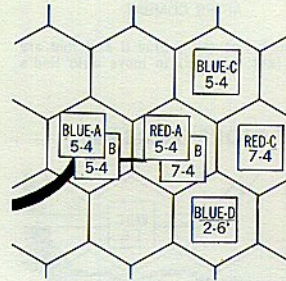
d. Two battles: Blue-A, B and D attack Red-A at 14-7; while Blue-C attacks Red-D at 5-4. When either Blue-C or D join with Blue-A or B in attacking one of the Red units, that Red unit loses its doubled combat factor. Therefore, examples c and d are the most desirable methods of attack.



Blue has the choice of dividing combat into several different ways, two of which would be:

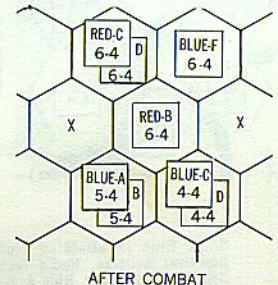
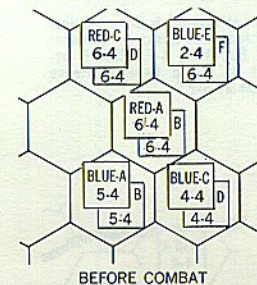
a. Two battles: Blue-A and B attack Red-A and B at 10-12; while Blue-D and C attack Red-C at 7-7. The square that Red-A and B rest on is not a river square since the river does not pass thru two sides of the hexagon. However, their factor in defense does not double because Blue-A and B are attacking up-river, not across river.

b. Two battles: Blue-A, B and C attack Red-A at 15-5; while Blue-D attacks Red-B and C at 2-14. Thus Blue-D "soaks off" against Red-B and C to allow the other Blue units to concentrate on Red-A. In this example, it is better for Blue to resolve the battle against Red-A before he resolves the battle against Red-B and C because with Blue-D still on the board all lines of retreat for Red-A are closed thereby making any retreat called for by Red-A equivalent to elimination.



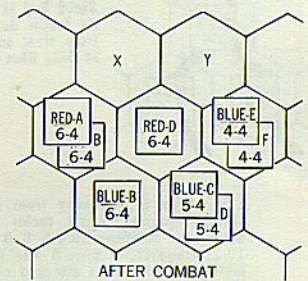
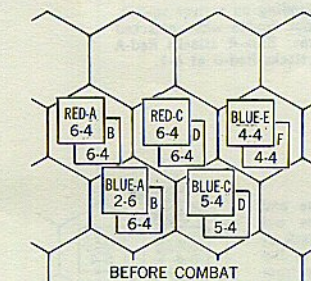
SOAKING OFF

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



In the first diagram, Blue-A, B, C, D & F attack Red-A at 24 to 6. Blue-E soaks off against Red-B, C & D at 2 to 18.

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



In the first diagram, Blue-A soaks off against Red-A, B & D at 2 to 18. Blue-B, C, D, E & F attack Red-C at 24 to 6.

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

WATERLOO TIME RECORD

Game Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40			
TIME																																											
7 am—JUNE 16																																											
9 am*																																											
11 am*																																											
1 pm*																																											
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7 am—JUNE 18*																																											
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7 am—JUNE 19																																											
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*Prussian and Anglo-Allied Units arrive—see Order of Appearance card.

Check off 1 box at the end of every Anglo-Allied turn. Game ends at end of 5 pm, JUNE 20 turn.

ORDER OF BATTLE

FRENCH

Army Group HQ—Napoleon	0-6	✓ 7th Inf. Div.—Girard	6-4	20th Inf. Div.—Jeannin	5-4
Army HQ—Ney	0-6	9th Inf. Div.—Foy	6-4	21st Inf. Div.—Teste	5-4
Imperial Guard—Mortier HQ	0-6	2nd Cav. Div.—Pire	2-6	Arty.—VI Corps	4-4
✓ 1st Inf. Div.—Friant	6-4	Arty.—II Corps	5-4	Horse Arty.—VI Corps	2-6
2nd Inf. Div.—Morand	6-4	Horse Arty.—II Corps	2-6	Reserve Cav. Army HQ—Grouchy	0-6
✓ Young Guard Inf.—Duhesme	6-4	III Corps HQ—Vandamme	0-6	I Corps Cav. HQ—Pajol	0-6
1st Cav. Div.—Guyot	3-6	10th Inf. Div.—Habert	5-4	✓ 4th Cav. Div.—Soul	2-6
2nd Cav. Div.—Desnouettes	3-6	11th Inf. Div.—Berthezene	5-4	5th Cav. Div.—Subervie	2-6
Arty.—Imperial Guard	8-4	8th Inf. Div.—Lefol	5-4	II Corps Cav. HQ—Excelmans	0-6
Horse Arty.—Imperial Guard	4-6	✓ 3rd Cav. Div.—Domont	2-6	9th Cav. Div.—Stroltz	2-6
I Corps HQ—D'Erlon	0-6	Arty.—III Corps	4-4	10th Cav. Div.—Chastel	2-6
✓ 1st Inf. Div.—Alix	5-4	Horse Arty.—III Corps	2-6	III Corps Cav. HQ—Kellermann	0-6
2nd Inf. Div.—Donzelot	5-4	IV Corps HQ—Gerard	0-6	11th Cav. Div.—L'Heritier	3-6
3rd Inf. Div.—Marcognet	5-4	12th Inf. Div.—Pecheux	5-4	12th Cav. Div.—Roussel	3-6
4th Inf. Div.—Durutte	5-4	13th Inf. Div.—Vichery	5-4	IV Corps Cav. HQ—Milhaud	0-6
1st Cav. Div.—Jaquinot	2-6	14th Inf. Div.—Hulot	5-4	✓ 13th Cav. Div.—Wathier	3-6
Arty.—I Corps	5-4	6th Cav. Div.—Morin	2-6	✓ 14th Cav. Div.—Delort	3-6
Horse Arty.—I Corps	2-6	Arty.—IV Corps	4-4	Arty.—I Cav.	2-6
II Corps HQ—Reille	0-6	✓ Horse Arty.—IV Corps	2-6	Arty.—II Cav.	2-6
✓ 5th Inf. Div.—Bachelu	6-4	VI Corps HQ—Lobau	0-6	Arty.—III Cav.	2-6
6th Inf. Div.—Jerome	6-4	19th Inf. Div.—Simmer	5-4	✓ Arty.—IV Cav.	2-6

PRUSSIAN

Army HQ—Blucher	0-6	8th Inf. Div.—Langen	6-4	Arty.—III Corps	2-4
I Corps HQ—Zieten	0-6	II Corps Cav. HQ—Jurgass	0-6	Horse Arty.—III Corps	2-6
1st Inf. Div.—Steinmetz	8-4	Cav. Brig.—Thumen	2-6	IV Corps HQ—Bulow	0-6
2nd Inf. Div.—Pirch II	7-4	Cav. Brig.—Schulenberg	1-6	13th Inf. Div.—Hacke	6-4
3rd Inf. Div.—Jagow	6-4	✓ Cav. Brig.—Sohr	2-6	14th Inf. Div.—Ryssel	6-4
4th Inf. Div.—Henkel	4-4	Arty.—II Corps	5-4	15th Inf. Div.—Losthin	6-4
I Corps Cav. HQ—Roder	0-6	✓ Horse Arty.—II Corps	2-6	16th Inf. Div.—Hiller	6-4
✓ Cav. Brig.—Treskow	1-6	III Corps HQ—Thielemann	0-6	IV Corps Cav. HQ—William	0-6
Cav. Brig.—Lutzow	1-6	9th Inf. Div.—Borcke	6-4	Cav. Brig.—Sydow	1-6
Arty.—I Corps	6-4	10th Inf. Div.—Kampfen	4-4	Cav. Brig.—Schwerin	1-6
Horse Arty.—I Corps	2-6	11th Inf. Div.—Luck	4-4	Cav. Brig.—Watzdorf	1-6
II Corps HQ—Pirch I	0-6	12th Inf. Div.—Stulpnagle	6-4	Arty.—IV Corps	5-4
5th Inf. Div.—Tippelskirchen	6-4	III Corps Cav. HQ—Hobe	0-6	Horse Arty.—IV Corps	2-6
6th Inf. Div.—Krafft	6-4	Cav. Brig.—Marwitz	1-6		
7th Inf. Div.—Brause	6-4	✓ Cav. Brig.—Lottum	1-6		

ANGLO-ALLIED

Army HQ—Wellington	0-6	4th Inf. Div.—Colville	7-4	4th Inf. Brig.—Wissel	2-4
I Corps HQ—Orange	0-6	Arty.—Hawker	2-4	Nassau Inf.—Kruise	2-4
1st Inf. Div.—Cooke	4-4	1st Dutch-Belgian Inf. Div.—		Cav. Corps HQ—Uxbridge	0-6
Arty.—Sandham	1-4	Stedmann	5-4	1st Cav. Brig.—Somerset	1-6
Horse Arty.—Kuhlman	1-6	Arty.—1st	1-4	2nd Cav. Brig.—Ponsonby	1-6
3rd Inf. Div.—Alten	7-4	Dutch-Belgian-Indian Inf. Brig.—		3rd Cav. Brig.—Dornberg	1-6
Arty.—Williamson	2-4	Anthing	2-4	4th Cav. Brig.—Vandeleur	1-6
2nd Dutch-Belgian Inf. Div.—		Reserves:		5th Cav. Brig.—Grant	1-6
Perponcher	6-4	✓ 5th Inf. Div.—Picton	7-4	6th Cav. Brig.—Vivian	1-6
Arty.—Opstal	1-4	Arty.—Heisse	2-4	7th Cav. Brig.—Arenschildt	1-6
3rd Dutch-Belgian Inf. Div.—		6th Inf. Div.—Cole	5-4	Hanvarian Cav. Brig.—Estorff	2-6
Chasse	5-4	Arty.—Bruckmann	2-4	Brunswick Cav. Brig.—Brunswick	1-6
Arty.—Lux	1-4	Inf. Div.—Brunswick	5-4	1st Dutch-Belgian Cav. Brig.—Trip	1-6
Horse Arty.—Krahmer	1-6	Arty.—Moll	1-4	2nd Dutch-Belgian Cav. Brig.—	
II Corps HQ—Hill	0-6	Horse Arty.—Heinemann	1-6	Ghigny	1-6
2nd Inf. Div.—Clinton	7-4	Hanvarian Reserve HQ—Decken	0-6	3rd Dutch-Belgian Cav. Brig.—	
Arty.—Balton	1-4	1st Inf. Brig.—Bennigsen	2-4	Merlen	1-6
Horse Arty.—Sympher	1-6	2nd Inf. Brig.—Beaulieu	2-4	Dutch-Belgian Horse Arty.—Gey	1-4
		3rd Inf. Brig.—Bodecken	2-4	Horse Arty.—Cav. Batteries	4-6

SITUATION—7 am June 16, 1815

This card lists all the Units that are on board at the start of the game. Players have complete freedom as to where to place Units subject to the following:

1. You are allowed to stack Units totaling no more than 15 combat factors on the same square.
2. Units to be placed in towns must be placed on squares containing part of the town or, if not possible, squares adjacent to town squares.

FRENCH ARMY

At Gosselies:

Ney Army HQ*
Reille-II Corps HQ*
Bachelu
Jerome
Girard

Foy
Pire (Cavalry)
II Corps Foot Artillery
II Corps Horse Artillery
Desnouettes (Cavalry)

At Marchienne au Pont:

D'Erlon—I Corps HQ*
Alix
Donzelot
Marcognet

Durutte
Jaquinot (Cavalry)
I Corps Foot Artillery
I Corps Horse Artillery

Anywhere on the road between Charleroi and Fleurus:

All the remaining French units including Napoleon HQ.

PRUSSIAN ARMY

Anywhere north of Ligny and east of Quatre Bras:

All Prussian units **except the following** which must be kept off the board at the start. Prussian Units listed below are brought into play according to the Order of Appearance Card.

Bulow—IV Corps HQ*
Hacke
Ryssel
Losthin
Hiller

Sydow (Cavalry)
Schwerin (Cavalry)
Watzdorf (Cavalry)
IV Corps Foot Artillery
IV Corps Horse Artillery

William—Cavalry HQ*

ANGLO - ALLIED ARMY

At Quatre Bras:

Perponcher
Opstal (Foot Artillery)
Gey (Horse Artillery)

Trip (Cavalry)
Ghigny "
Merlen "

Brunswick (Cavalry)

At Nivelles:

Chasse

Krahmer (Horse Artillery)

Lux (Foot Artillery)

At Waterloo:

Wellington—Army HQ

The rest of the Anglo-Allied Army is kept off the board. They are brought into play according to the Order of Appearance Card.

*These units will only be used in *Multiple Player* games.
Otherwise they are not to be brought on.

PRUSSIAN AND ANGLO-ALLIED ORDER OF APPEARANCE

All Units arriving between 9 am, June 16 and 5 pm, June 17 are Anglo-Allied.

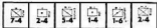
ON BOARD	UNIT	ENTER BOARD
7 am, June 16	See Situation Card	See Situation Card
9 am, June 16	Picton Heisse (Foot Artillery) Brunswick Moll (Foot Artillery) Heinemann (Horse Artillery) Wissel	Road to Brussels
11 am, June 16	Cooke Sandham (Foot Artillery) Kuhlman (Horse Artillery) Alten Williamson (Foot Artillery) Orange - I Corps HQ*	Road to Braine le Comte
1 pm, June 16	Kruse Dornberg (Cavalry)	Road to Brussels
5 pm, June 16	Uxbridge Cavalry HQ* Cavalry Batteries (Cav. Batt.) Somerset (Cavalry) Ponsonby " Vandeleur " Grant " Vivian " Arenschidt " Estorff "	Road to Hal
7 am, June 17	Clinton Balton (Foot Artillery) Sympher (Horse Artillery)	Road to Braine le Comte
1 pm, June 17	Anthing Stedmann Ist. D - B Artillery Hill - II Corps HQ*	Road to Hal
5 pm, June 17	Colville Hawker (Foot Artillery) Cole Bruckmann (Foot Artillery)	Road to Hal
7 am, June 18	Bulow - IV Corps HQ* Hacke Ryssel Losthin Hiller William - IV Corps Cavalry HQ* Sydow (Cavalry) Schwerin " Watzdorf " IV Corps Foot Artillery IV Corps Horse Artillery Bennigsen Beaulieu Bodecken Decken - Hanoverian Reserve HQ*	Anywhere on the eastern edge of the board north of Ligne River at the Prussian Commander's option Either the road to Hal or Brussels at the Anglo-Allied Commander's option

*Use only in multiple player games.

If enemy zones control the road squares thereby preventing the entrance of any or all scheduled P-A-A Units, such Units may enter at the next unblocked primary or secondary road looking clockwise around the board.

Take the time to print on the back of each counter the number 1 to 9 corresponding to its arrival in the PAA Order of Appearance. The counter can then easily be placed on the card in its proper position with a minimum of time. The remaining AA units should be designated on the reverse side with either an N or G to facilitate initial set-up of units in Nivelles and Quatre Bras. Similarly, the French units starting at Goselies and Marbienne au Parc should be designated with a G or M. Units with no marking on the back are then free for initial set-up within the Prussian and French starting areas.

1



9 am, June 16

Road to Brussels

2



11 am, June 16

Road to Braine la Comte

3



1 pm, June 16

Road to Brussels

4



3 pm, June 16

Road to Hal

5



7 am, June 17

Road to Braine la Comte

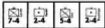
6



1 pm, June 17

Road to Hal

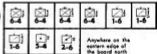
7



5 pm, June 17

Road to Hal

8



7 am, June 18

Anywhere on the eastern edge of the board north of the Lippe River or the Prussian Commander's option

WATERLOO Playing Aid

9



7 am, June 18

Either the road to Hal or Brussels, or the Anglo-Allied Commander's option

FRENCH ORDER OF BATTLE

0-6	0-6	0-6	0-6	0-6	0-6
2-6	2-6	0-6	0-6	0-6	0-6

3-6	6-4	6-4	6-4	5-4	5-4
5-4	5-4	5-4	5-4	5-4	5-4

4-4	4-6	2-6	2-6	2-6	2-6
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0-6	0-6	0-6	3-6	3-6	2-6	2-6
2-6	2-6	2-6	2-6	3-6	3-6	3-6

5-4	5-4	6-4	6-4	6-4	6-4	5-4
5-4	5-4	8-4	5-4	5-4	4-4	4-4

2-6	2-6	2-6	2-6	2-6	2-6	2-6	2-6
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SPARE SPARE

PRUSSIAN ORDER OF BATTLE

0-6	0-6	0-6	0-6	0-6	8-4
6-4	4-4	4-4	6-4	6-4	6-4

1-6	2-6	1-6	2-6	1-6	1-6
6-4	5-4	2-4	5-4	6-4	6-4

SPARE SPARE

7-4	6-4	4-4	6-4	6-4	6-4	6-4
6-4	6-4	0-6	0-6	0-6	0-6	1-6

1-6	1-6	1-6	2-6	2-6	2-6	2-6
6-4	6-4	6-4	6-4	6-4	6-4	6-4

SPARE SPARE SPARE SPARE SPARE SPARE SPARE

ANGLO-ALLIED ORDER OF BATTLE

0-6	0-6	0-6	0-6	1-6	1-6
1-6	1-6	1-6	1-4	1-4	2-4

1-4	1-4	1-6	1-4	1-6	1-4
6-4	5-4	5-4	2-4	2-4	0-6

1-6	1-6	1-6	1-6	1-6	2-6	1-6
2-4	2-4	2-4	1-6	1-6	4-6	1-4

4-4	7-4	7-4	7-4	7-4	5-4	5-4
2-4	2-4	2-4	2-4	6-4	6-4	6-4

SPARE SPARE SPARE

FRENCH ORDER OF BATTLE

xxxx Napoleon 0-6	xxxx Ney 0-6	xxx Imp. Guard 0-6 Hortier	xxxx Res. Cav. 0-6 Grouchy	xxx I Cav. 0-6 Papill	xxx II Cav. 0-6 Exelmans
xxx III Cav. 0-6 Kellermann	xxx IV Cav. 0-6 Milhaud	xxx I 0-6 Duffrenoy	xxx II 0-6 Balle	xxx III 0-6 Verdunne	xxx VI 0-6 Lobau

xxx IV 0-6 Gerard	II I 2-6	II II 2-6	II III 2-6	II IV 2-6	II I Cav 2-6
II II Cav 2-6	II III Cav 2-6	II IV Cav 2-6	II II 2-6	xx Spill 2-6	xx Castel 2-6

xx 2-6 Mein	xx 2-6 Subervie	xx 2-6 Stroiz	xx 2-6 Siquart	xx 2-6 Domant	xx 2-6 Fric
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xx 3-6 Lefebvre	xx 3-6 Desobry	xx 3-6 Goy	xx 3-6 Bert	xx 3-6 Kellier	xx 3-6 Roussel	II 4-4
II 4-4	II 4-4	II 5-4	II 5-4	xx 5-4 Barthele	xx 5-4 Simmer	xx 5-4 Leste

xx 5-4 Jamin	xx 5-4 Habit	xx 5-4 Vohery	xx 5-4 Aix	xx 5-4 Boussier	xx 5-4 Fecher	xx 5-4 Narcosset
xx 5-4 Lefel	xx 5-4 Berthezene	xx 5-4 Habit	xx 6-4 Ivy	xx 6-4 Jenne	xx 6-4 Morand	xx 6-4 Gerard

II 4-6 Imp. Gd	xx 6-4 Front	xx 6-4 Duligne	xx 6-4 Bachelu	II 8-4 Imp. Gd	SPARE	SPARE
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PRUSSIAN ORDER OF BATTLE

xxxx 0-6 Bücher	xx I Cav. 0-6 Röder	xx III Cav. 0-6 Höbe	xx II Cav. 0-6 Lupass	xx IV Cav. 0-6 William	xxx I 0-6 Leles
xxx II 0-6 Friedl	xxx III 0-6 Thelemann	xxx II 0-6 Bilow	x 1-6 Waldorf	x 1-6 Sylow	x 1-6 Schulenburg

x 1-6 Schwerin	x 1-6 Märwitz	x 1-6 Lottum	x 1-6 Ireslow	x 1-6 Lötow	II 2-4
x 2-6 Solt	x 2-6 Hannau	II 2-6	II 2-6	SPARE	SPARE

II 2-6	II 2-6	xx 4-4 Henkel	xx 4-4 Lück	xx 4-4 Kampfen	II 5-4	II 5-4
II 6-4	xx 6-4 Brace	xx 6-4 Lethum	xx 6-4 Lohf	xx 6-4 Rappow	xx 6-4 Hiller	xx 6-4 Langen

xx 6-4 Bakke	xx 6-4 Hopsackföhen	xx 6-4 Sillpappel	xx 6-4 Bryzel	xx 6-4 Borcke	xx 7-4 Friedl II	xx 8-4 Stimmerz
SPARE	SPARE	SPARE	SPARE	SPARE	SPARE	SPARE

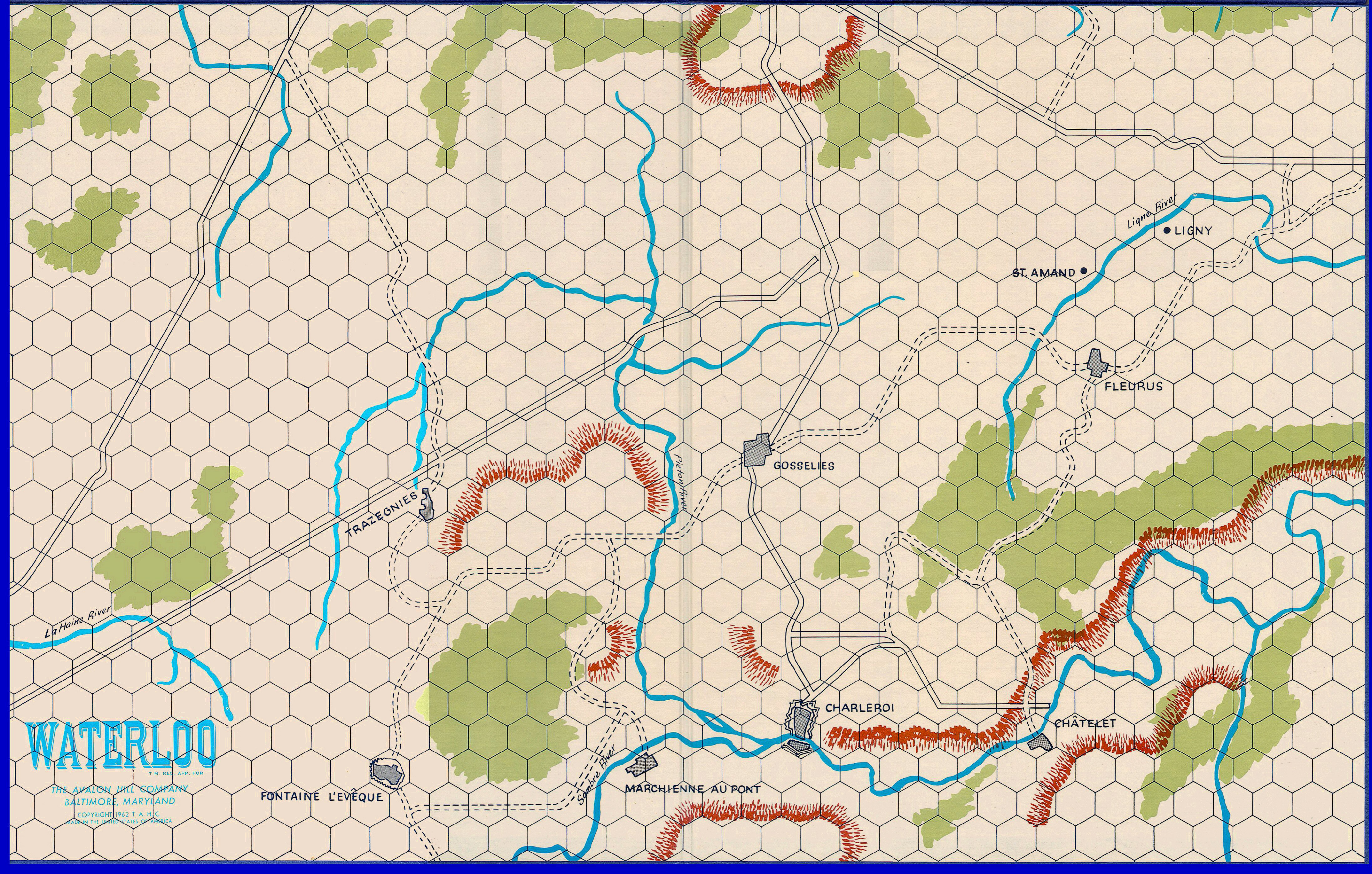
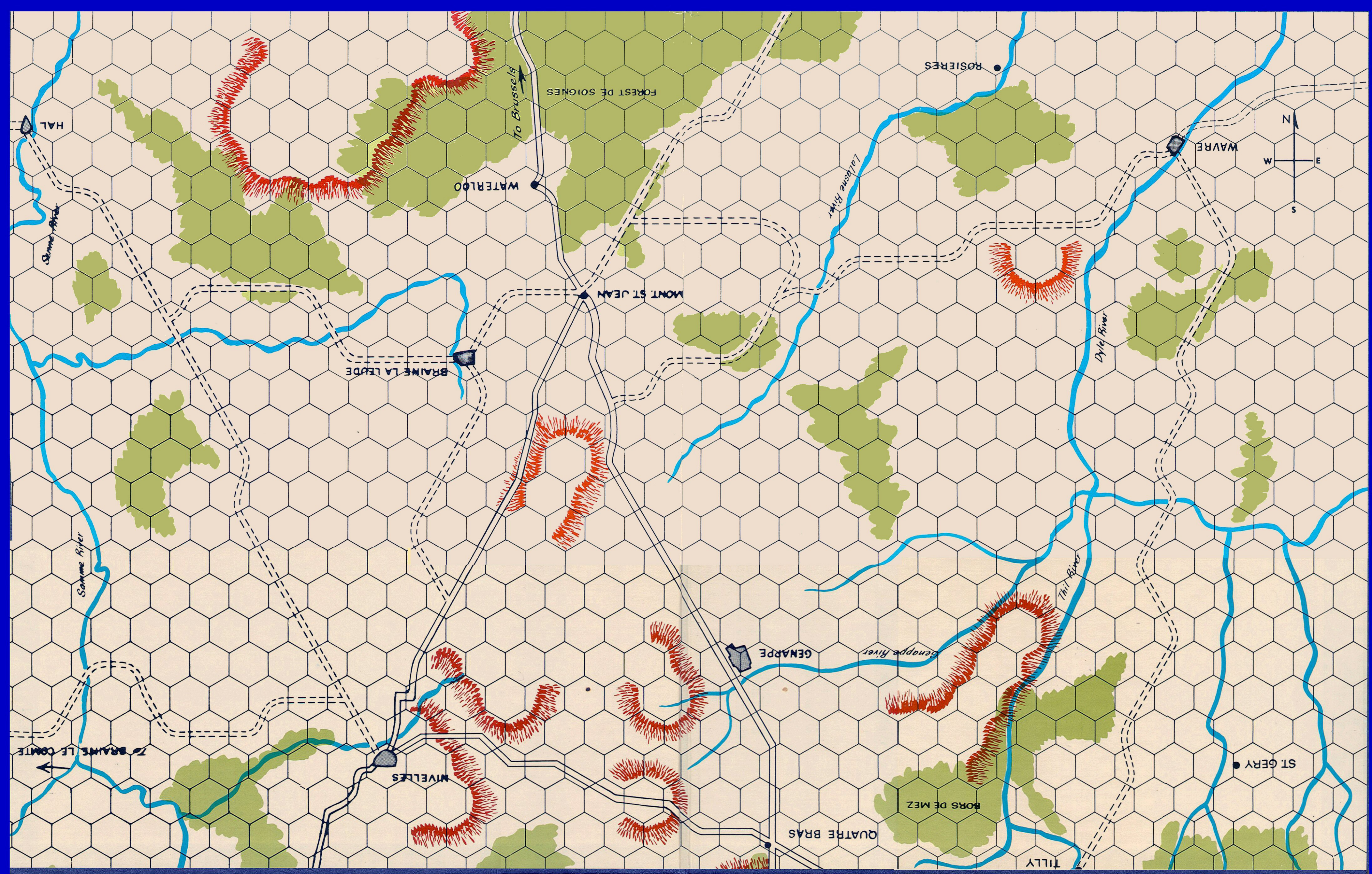
ANGLO-ALLIED ORDER OF BATTLE

xxxx 0-6 Wellington	xxx 0-6 Cav. Duplege	II xx 0-6 Res. Becken	xxx 0-6 I Orange	xxx 0-6 II Hill	D 1-4 II Ortel
II 1-4 Ballou	D 1-4 II	D 1-4 Luv	D 1-4 Ivy	I 1-4 Savannah	D 1-4 II Wall

D 1-6 II Thompson	D 1-6 Kullman	D 1-6 II Symple	D 1-6 II Kraemer	D 1-6 II Metten	x 1-6 II Vandenberg
x 1-6 II Pennington	x 1-6 II Smetts	x 1-6 II Grant	x 1-6 II Anson	D 1-6 II Obery	x 1-6 II Finberg

D 1-6 II Brinsford Cav	D 1-6 II Hill	D 1-6 II Finno	II 2-4 II Horse	II 2-4 II Brannan	II 2-4 II Baker	II 2-4 II Lincoln
D 2-4 II Emmington	D 2-4 II Wisel	II 2-4 II Mead	D 2-4 II Beaulieu	D 2-4 II Redden	D 2-4 II Anthing	D 2-6 II Estlin

xx 4-4 II Epke	xx 4-6 II Cav. Balle	xx 5-4 II Girt	II 5-4 II Genowick	D 5-4 II Seariam	D 5-4 II Gleske	D 6-4 II Pennington
xx 7-4 II Allen	xx 7-4 II Limon	xx 7-4 II Perten	xx 7-4 II Spille	SPARE	SPARE	SPARE



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BALTIMORE, MARYLAND
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