

Ligny, Quatre Bras, La Belle Alliance, (Wavre – in preparation)

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1. Special Rules for All Battles

These games are essentially intended as appetizers. They play very quickly and can be run through repeatedly in an evening.

1.1 The maps. Partial hexes on the map edge are playable. Note that contour levels are very gentle and do not affect combat; they are only relevant for line of sight in the campaign game. There are three sizes of urban terrain on the map: towns, villages, and hamlets. Hamlets have no effect on play and are only included for historical reasons.

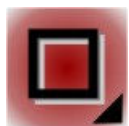
1.2 Line of Communications. Each side in each scenario has a Line of Communications (LOC) exiting the map, representing its logistics arrangements. The LOC can be traced from the Army HQ up to three hexes cross-country, but must then follow roads to the map edge. The map edges are listed in the scenario instructions.

1.3 Marker counters. There is no limit on the number of marker counters in play; if you want more, print another set. Various markers (Disorganised, Smashed, Chateaux) come in multiple national colours. This is for aesthetic purposes only and has no game function.

1.4 Village fires. When a village is attacked, roll a die, on a 1-2, a fire breaks out. Place a fire marker. When on fire, all village effects are ignored. Fire markers are removed at the end of a night turn.



1.5 Châteaux. Châteaux or walled farms (like Goumont/Hougoumont or La Haye Sainte) are indicated by a fortification square placed on a hex vertex. At the beginning of the scenario, place a château marker on an adjacent hex occupied by troops of that side, with the arrow pointing towards that corner. The château marker is the topmost counter in the stack.



As long as that marker is present, enemy units attacking across a hexside adjacent to the château suffer a -1 modifier. Also, the marker does not affect attacking across a hexside not emanating from the château. The moment no friendly unit remains in its hex, the marker is immediately removed.

To attack a château, the attacking player rolls a die.

1-2	Attacker loses a step
3	No effect

4	Château is cleared, attacker loses a step
5	Château is cleared, both lose a step
6+	Château is cleared, defender loses a step

Add the attacker's highest morale to the die and subtract the highest morale of an adjacent defender unit. A step loss to the defender is applied to the units in the hex containing the marker. One unit in both hexes suffers 1F. (If a side suffers losses, this must be the same unit that takes the losses.)

Note: Though the château markers have different colours, they all represent nationalities on the Allied side; the French, being on the offensive, have little interest in fortifications and get no such markers. *(There is a tendency to count the chateaus as «British» held though the Hougomont area was half German, La Haye Sainte was King's German Legion, and Papelotte was held by the Nassauers.)*

1.6 Command. Due to the short scenarios, there are no order rules and no formation leaders except as noted in the scenarios. Players can use units as they see fit. However, all infantry units of a French or Prussian corps should always be within four hexes of each other. This distance cannot be traced through hexes containing units not belonging to the same formation (enemy or friendly). Woods hexes count double against this distance. The only purpose of leaders except Napoleon and Wellington is to provide the combat modifier printed on their counter.

1.7 Broken Divisions. Unless an infantry division started the game with only one step, its last step represents the division in Broken status. The unit cannot attack on its own regardless of order status, though it can be added to an attack and it can defend. Note that Broken status is not the same as Smashed.

1.7 L'Armee du Nord. Note: The French have the Initial Action on the first turn of every scenario.

1.7.1 Special leader effects: If Ney uses his leader bonus in combat, he cannot on the next turn move away from the unit he is stacked with, or move that unit out of a ZOC.

1.7.2 The Imperial Guard. As long as a Guard unit is within Napoleon's command range (4 hexes), it does not need the 'IG' (Imperial Guard) chit pulled to move. It can be moved whenever another French formation chit is pulled, or when the IG chit is pulled. However, each Guard unit can still only move once per turn. Players need to remember which Guard units have moved. (As there are only four of them, that should not be too hard.)

1.7.3 Nous sommes trahis. If a unit that is in the ZOC of a unit from Wellington's army is attacked in the flank by a Prussian unit, French morale drops by 3.

1.8 Die Armee vom Niederrhein.

1.8.1 Bluecher. Bluecher's +1 bonus only applies to attacks. Also, upon any Prussian activation, Bluecher can take any Prussian cavalry units in his hex or adjacent, regardless of which corps they belong to, and move them together to attack. (The player needs to keep track of the fact that all of these have been activated and cannot be activated again that turn.)

1.9 The Army of the Low Countries. *Historical note: Although referred to as the Anglo-Dutch or Anglo-Allied army in many sources, Wellington's army actually contained contingents from three major German principalities plus the King's German Legion troops, which together made up a larger German contingent than either the British or the Dutch troops.*

1.9.1 Wellington's Ride: The Army of the Low Countries has two chits that are put into the cup. When the first chit is drawn, the Allied player can decide whether to activate the army now or wait for the second chit.

If the army is activated, for any stack Wellington must move to that division, and then it can operate normally. Wellington cannot expend more than his normal movement allowance in this way over the course of a turn. Stacks must always attack individually.

1.9.2 British Cavalry leadership. Any unit that is part British cavalry *must* advance after combat if the enemy retreats.

1.9.3 Waving the hat: Once per game, Wellington can declare a general attack, or general withdrawal. All units in his army that have Line of Sight to Wellington must attack on that turn, or all must start moving towards a LOC hex, *except* if they are visited by Wellington per "Wellington's Ride" above. The Allied player can make this decision at the moment of activation.

1.9.4 Prince William: If William is stacked with an Allied unit that is attacked, the unit does not get the -1 HOLD modifier (see scenario rules).

1.10 Grand Battery. The French can establish a Grand Battery (16.5).

1.11 General Setup comments. A description of #b or #h means the unit has that many batteries of artillery allocated (the distinction between b for foot batteries and h for horse batteries is only for historical purposes). A description of #c means the unit has that many organic cavalry steps.

2. Victory

2.1 Army Morale. Each side has an army morale track on its status sheet. Initial values are given in the scenario setup.

2.2 Breakthrough. *Note: This is a rather complex condition, it is however critical to how Napoleonic armies tended to behave, so bear with me.* A unit that advances after combat can check to see if it has a Line of Advance (LOA). A LOA is traced from the unit's hex to either a friendly victory exit hex or an enemy LOC hex on the map edge. A LOA is only blocked by unsmashed enemy infantry units.

A breakthrough is achieved when a stack advances after combat into a hex where it can trace a LOA to the enemy LOC hexes along the shortest possible route, and this route leads through the rear hexes of the adjacent enemy infantry units and is no longer than it is for any of these units. The condition is also satisfied if multiple adjacent stacks advance in this manner that are adjacent to each other. (E.g., it is possible to generate a breakthrough that is 2 or 3 hexes wide.)

NEED EXAMPLE

2.3 Changing Army Morale. The Army Morale marker is moved when the following conditions occur:

- +2 for each Breakthrough achieved.
- 2 for each Breakthrough suffered.
- 1 each Smashed** or eliminated division***.
- 2 each Smashed** Imperial Guard infantry division.
- +1(+2) for each division (Guard infantry division) that recovers from smashed status
- 1 for each five gun losses
- 1 each time the army HQ is overrun.
- 2 for the Allies if Wellington or Bluecher becomes a casualty
- 2 for the Allies if a French corps**** exits the northern map edge along a road.
- 3 for the French if Napoleon becomes a casualty

** There is only one shift – if a division is Smashed first and then eliminated later, there is no shift upon elimination. It is recommended to place an eliminated division's counter on its status track as an indicator.

*** Important: "Small Divisions" that started the scenario with one or two steps count as one half division for reducing morale when Smashed or eliminated. When one such division is eliminated, place it on the morale track, and when the next one is eliminated, remove both divisions from the game and reduce morale by 1. The Status Sheet indicates Small Divisions by **not** underlining their name. Smashed Detachments do not affect morale.

**** **2/3 of the divisions of this corps must be not Smashed, Tired, or Spent.**

2.4 Demoralization. If a side's morale reaches a third of its original value, it is demoralized . If one side is demoralized and the other not, the undemoralised side has won a major victory. If neither or both sides are demoralized, the side that has dropped fewer points from its start morale wins a marginal victory. If a side's morale reaches zero at any point in the game, the army routs off the field and the other side has won a decisive victory.

Historical note: A game is NOT over when Napoleon becomes a casualty. Leader casualties can also be due to momentarily incapacitating wounds, they do not automatically mean immediate death. If you wish you can roll a die for a leader who has become a casualty: 6, he is dead; 4-5 he dies a week after the battle from infection; 1-3 he recovers.

2.5 Pursuit. In case of a major victory, after the last turn, total the number of non-smashed, non-Tired light cavalry units on both sides. Subtract the loser's number from the winner's. If positive, the difference is the number of Pursuit Morale Checks the loser makes. Each such check must be made by a different unit. The owning player chooses units, but Spent units must be chosen before Tired units and Tired before fresh units. Each division that fails its check is considered Smashed for victory purposes.

Ligny

3. Ligny Only Special Rules

3.1 Ligny. Girard's Division of II Corps is assigned to III Corps. Bluecher's HQ starts at Brye. Napoleon's HQ starts at Fleurus. **Initially, the Initiative marker is on the French side.**

4. Ligny Setup

4.2 Battle Length. The battle lasts for two turns (7 hours). It begins on the 14:30 turn of June 18 and ends after the 17:00 turn (21:30). Initially, the Initiative marker is in the center box.

4.2 Prussian Setup. All units are full strength except where noted. Corps leaders set up with any one of their units. Prussian morale starts at **6**. III Corps has 1 Fatigue. The Prussian LOC exits via roads on the northern or eastern map edge. *The actual LOC exited via the main road to Namur, but the Prussians were flexible enough to shift their direction of retreat if necessary.*

Bluecher, Army of the Lower Rhine HQ: 2840 (Brye).

I Corps: Steinmetz 2741/2841 (St Amand de la Haye, also possible as Extended Line, 16.6), Jagow 2742 (St Amand), Henckel 3040 (Ligny), Tresckow 2941, Pirch II, Roeder 2840 (Brye).

II Corps: Tippleskirch 2739, Krafft 2839, Brause 2940, Bose 3039, Sohr 2740, Juergass 2841 (1 step), Det Cav (1 step) 2639.

III Corps: Borcke 3383, Stuelpnagel 3439, Luck 3340, Hobe 3440, Kemphen 3341.

4.3 Prussian unit status. All Prussian infantry brigades have 2b attached. All Prussian cavalry units have 1h attached.

4.4 Prussian Reinforcements (Campaign only). sss

4.5 French Setup. French morale starts at **8**.

4.6 French Setup. All units are full strength, with 1 Fatigue. Corps leaders set up with any one of their units. Girard of IV Corps is attached to III Corps. French Army Morale starts at 8. The French LOC exits via hex 2646.

Leader Napoleon, Army HQ: 1724.

Imperial Guard : Michel (2 steps), Guyot (1 step) 2746, Roguet (2 steps) 2646, Duhesme (2 steps) 2644.

III Corps: Leader Vandamme, Lefol 2642, Girard (IV Corps) 2542, Berthezene 2543, Habert 2541, Domon (3Cav) 2441.

IV Corps: Leader Gerard, Pecheux 3042, Vichery 3043, Bourmont, 7th Cav 3143.

IC: Soult (1 step), Subervie (1 step) 3341.

IIC: Strolz (1 step), Chastel (1 step) 3144.

IVC: Watier (1 step), Delort (1 step) 2844.

4.7 French Army status. All units start with 2 fatigue. Units not listed have no artillery attached.

Imperial Guard: Roguet (3b*), Michel (3b*), Duhesme (3b*), Guyot (2h*).

* These batteries can be shifted between units as they were organized in a general pool.

IC Corps: Domon (1h), Subervie (1h).

IIC Corps: Strolz (1h), Chastel (1h).

IVC: Watier (1h), Delort (1h)

Quatre Bras

5. Quatre Bras Only Special Rules

5.1 Command. Girard's division of II Corps is assigned to III Corps. Bluecher's HQ starts at Brye. Napoleon's HQ starts at Fleurus.). **Initially, the Initiative marker is on the French side.**

6. Quatre Bras Setup

6.1 Battle Length. The battle lasts for two turns (7 hours). It begins on the 14:30 turn of June 18 and ends after the 17:00 turn (21:30). Initially, the Initiative marker is in the center box.

6.2 Command. Only the army leaders are set up. All Allied units operate as if they have HOLD orders (i.e., impose a -1 modifier when attacked).

6.2.1 French I Corps. I Corps is nominally not part of the game as it historically had no impact on the battle (and this is a game about the battle). However, to see its potential impact, feel free to set it up and enter as specified.

6.3 Allied Setup. Allied morale starts at 3 and increases by 1 for each 2 infantry units that enter the map. The ALC LOC exits via roads on the northern or western map edge.

Wellington, Orange: Quatre Bras.

Army of the Low Countries HQ: Quatre Bras.

2NL Division (Perponcher): 1937.

NL Heavy cavalry: 1533.

6.4 Allied Reinforcements.

14:30 turn: All units enter with 2 Fatigue.

Hex 2031: Brunswick Infantry (2b), Brunswick Cavalry (1 step), 5 Div (3 steps) (both 7MP).

Hex 1332: 3 Div (3 steps, 4MP), 1 Div (2 steps, 2MP).

6.5 Allied unit status. Allied units north of Quatre Bras start with 2 Fatigue. Perponcher starts without Fatigue.

Army of the Low Countries: 1st Division (2b) 3rd Division (2b), 5th Division (1b), Brunswick (3 steps, 2b), 2NL Division (4 steps, 1b+1h).

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Cavalry: 1 Household (1h), 2 Union (1h), 3 Doernberg (1h), 4 Vandeleur (1h), 5 Grant (1h), 6 Vivian (1h), 7 Arentschild (0b), Alten (0b), NL Light Cav (0b), NL Heavy Cav (1h).

6.6 French Setup. French morale starts at 3. All units are rested. The French LOC exits via hex 1746 (Gosselies).

Leader Ney: 1939 (Frasnes).

Optional: *I Corps:* Quiot (2 steps) 1844, Donzelot (3 steps) 1845. Marcognet (2 steps) 1745 (Gosselies).

II Corps: Bachelu 1939 (Frasnes), Foy 1940, Jerome 2041, Pire 2038.

IIIC: L'Heritier, d'Hurbal 1841.

Imperial Guard: Lefebvre-Desnouettes (1 step, 2h*),

6.7 French Reinforcements (Optional).

14:30 turn: I Corps Durutte, Jacquinet

6.8 French Army status. Units not listed have no artillery attached.

Imperial Guard: Roguet (2 steps, 3b*), Michel (2 steps, 3b*), Duhesme (2 steps, 3b*), Lefebvre-Desnouettes (1 step, 2h*), Guyot (1 step, 2h*).

* These batteries can be shifted between units as they were organized in a general pool.

I Corps: Quiot (1b), Donzelot (1b), Marcognet (1b), Durutte (1b). 1b to any infantry.

II Corps: Jerome (4 steps, 1b), Bachelu (3 steps, 1b), Foy (2 steps, 1b), Pire (1 step, 1h). 1b to any one infantry.

IIIC Corps: L'Heritier (2 steps, 1h), d'Hurbal (1 step, 1h).

La Belle Alliance

7. La Belle Alliance Only Special Rules

7.1 Battle Length. The battle lasts for three turns (10.5 hours). It begins on the 11:00 turn of June 18 and ends after the 18:00 turn (21:30). Initially, the Initiative marker is on the French side. (*This represents Wellington awaiting the French moves.*) French units cannot enter hex column 22xx or higher.

7.2 Command. Only the army leaders are set up. All Allied infantry units on map at start operate as if they have HOLD orders (i.e., impose a -1 modifier when attacked). Prussian units never get this modifier.

7.3 Stacking (Optional). Up to 20 strength points can be stacked in a hex. Only the strength of the top units that add up to 10 or less counts for attacking out of the hex. The hex defends with 10 strength points. Only the units involved in a particular combat suffer straggler and casualty results, but all units in the hex suffer disruption and retreat results. However, if an attack out of the hex results in an advance, the owning player can choose which of the units in the hex actually advance. Cavalry units that are not in the top 10 strength points can charge out of the hex, but no more than 10SP. While the hex is overstacked, other units cannot pass through, and the units in the hex cannot change facing *except* that a unit not in the top 10 SP can exit the hex to the rear (by expanding +1MP for the facing change in addition to the cost of the hex entered). Units can change stacking order during movement or after combat. Overstacked units have their morale reduced by 1 when checking morale during a cavalry charge.

Design note: Waterloo was one of the most congested battlefields of the Napoleonic Wars. There is actually little difference in the game system if you set up the extra units a bit further back, but those who want full verisimilitude should be able to have it.

7.4 The Grand Battery. The Grand Battery attacks with half strength if the Allied units are on a contour line or behind a ridge.

8. La Belle Alliance Setup

8.1 Allied Unit Setup. Leader counter Hill is not used. Army Morale for the Army of the Low Countries starts at 5. William must stack with the Allied unit closest to the enemy (there are multiple ones at equal distance, the player can choose). The ALC LOC exits via roads on the northern or western map edge. The Prussian army has no LOC.

Historically, Wellington's LOC exited westwards via Braine L'Alleud, but it seems too restrictive to require this if the French player knows it, too. As for Bluecher, he had a record of cutting his LOC that would put Grant to shame, including leading his army to outflank Napoleon's before the Battle of Leipzig.

Place château markers adjacent to Goumont, La Haye Sainte, and Papelotte.

Wellington, William: any Allied unit.

Army of the Low Countries HQ: Waterloo.

3NL Division (Chasse, 3 steps): 1322.

1st Division (2 steps), 4th Division (1 step): 1523.

2nd Division (4 steps), Brunswick (2 steps – 1 step removed to represent losses at *Quatre Bras*): 1522.

3rd Division (3 steps), Nassau (1 step), 3 Doernberg Cav (1 step), 7 Arentschild Cav (1 step): 1622.

5th Division (2 steps) 1722.

2NL Division (Perponcher, 3 steps – one step lost at *Quatre Bras*) 1922. At player's choice, Perponcher can also set up in Extended Line (16.6) extending into 2022.

Det 5th (2 steps), 1621 (Mont St Jean)

6th Division (3 steps), Cav Alten (1 step) 1821.

4 Cav Vandeleur (1 step), 6 Cav Vivian (1 step), 1821/1921/1922.

Cavalry (all 1 step): 2 Union 1622/1722, 5 Grant 1523/1622, 1 Household, NL Heavy and Light Cav: 1621/1722.

8.2 Allied unit status. All units except 2NL have 0 Fatigue.

Army of the Low Countries: 1st Division (2b), 2nd Division (2b), 3rd Division (2b), 4th Division (0b), 5th Division (1b), Det 5th (1b), 6th Division (1b), Brunswick (2b), Nassau (1b), 2NL Division (1b+1h), 3NL Division (1b+1h).

Cavalry: 1 Household (1 step, 1h), 2 Union (1 step, 1h), 3 Doernberg (1 step, 1h), 4 Vandeleur (1h), 5 Grant (1 step, 1h), 6 Vivian (1h), 7 Arentschild (1 step), Alten (0b), NL Light Cav (0b), NL Heavy Cav (1h).

8.3 Allied reinforcements. All reinforcements are Prussian.

14:30 Turn

IV Corps: Leader Buelow, Losthin, Hiller, Wilhelm, Hake, Thuemen, Ryssel, in that order. Set up in hex 2221 (Lasne) and move from there.

I Corps: Steinmetz, Pirch II. Set up in hex 2219 and move from there.

8.4 Reinforcement status.

All reinforcing units arrive with 2 Fatigue. All Prussian brigades have 2b attached.

8.5 French Setup. French Army Morale starts at 8. The French LOC exits via the main road (only) at 1828.

Leader Napoleon, Army HQ, Ney: 1724.

Imperial Guard: Lefebvre-Desnouettes (1 step) 1824. Guyot (1 step) 1525. Roguet (2 steps), Michel (2 steps), Duhesme (2 steps) 1725 (Rossomme).

I Corps: Quiot (2 steps), Donzelot (3 steps) 1724. Marcognet (2 steps), Durutte (2 steps) 1823.

II Corps: Jerome (4 steps) 1524. Bachelu (3 steps), Foy (2 steps) 1624. Pire (1 step) 1423. Remove 1 step from either Foy or Jerome.

VI Corps: Simmer (3 steps), Jeanin (3 steps), Teste (2 steps) 1724, 1725.

IC: Domon (attached from III Corps, 1 step), Subervie (1 step) 1724.

IIIC: L'Heritier (2 steps), d'Hurbal (1 step) 1524.

IVC: Watier (1 step), Delort (1 step): 1823.

8.6 French Army status. Units not listed have no artillery attached.

Imperial Guard: Roguet (3b*), Michel (3b*), Duhesme (3b*), Lefebvre-Desnouettes (2h*), Guyot (2h*).

* These batteries can be shifted between units as they were organized in a general pool.

I Corps: Quiot (1b), Donzelot (1b), Marcognet (1b), Durutte (1b). 1b to any infantry.

II Corps: Jerome (1b), Bachelu (3 steps, 1b), Foy (2 steps, 1b), Pire (1 step, 1h). 1b to any one infantry.

VI Corps: Simmer (1b), Jeanin (1b), Teste (1b). 1b to any one infantry.

IC Corps: Domon (1h), Subervie (1h).

IIIC Corps: L'Heritier (1h), d'Hurbal (1h).

IVC: Watier (1h), Delort (1h).

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Playtesting

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