

Pub Battles

TM



Napoleon's triumphant return at Grenoble before Waterloo.

Waterloo

Waterloo

Scenario

Credits

Design: Marshall Barrington, Mark Kwasny, Mike Strand

Development: Yvonne Sparrowsmith

Graphics: Marshall Barrington with contributions from Greg Horton

Play Testing and consulting: Brian Berg Asklev, Tom Dempsey, Jim Riley, Doug Miller, Barry Kendall, Mark Kwasny, Mike Strand, Andrew Campbell.



Châteaux

Treat Châteaux like Buildings for combat, **except** that pieces do NOT become Spent by entering and can Rally normally.

Weather & Around

Clear & Wet.

Streams

Treat streams with marshy banks the same as Rivers, on all 4 campaign maps.

Woods

Treat all woods as thick, on all 4 campaign maps: Artillery and cavalry cannot enter. Infantry becomes spent in them.

Reverse Slope

The French did bombard the British on the reverse slope but the indirect fire and soft ground greatly reduced it's effectiveness.

You can bombard targets out of LoS at a -2 mod: hitting only on 6.

Guard Artillery

Guard artillery fires with a +1 drm.

Grande Batterie

Instead of moving the Guard, Napoleon can command all Artillery in his Command Range to move and / or Bombard at once.

Charge

A Charge is a special attack that allows some units to resolve combat immediately after moving, instead of at the end of the turn.

Pieces That Can Charge
Guard Infantry (gold stickers)
Cuirassiers
Lancers
Elite Cavalry

Conduct Charges 1 piece at a time. You cannot Charge with support or in conjunction with a flank attack.

Cuirassiers and Lancers gain a +1 drm for their 1st round of combat IF Charging.

Cavalry Weight

Lighter Cavalry firing at Heavier Cavalry, suffers a -1 drm.

-See the OB for Cavalry types.

Weight	Type
Light	Hussar
Light	Lancer
Medium	Dragoon
Heavy	Cuirassier

Mounted Cavalry

Cavalry in this campaign did not fight dismounted as skirmishers. As such:

Dragoons roll 3 regular dice for combat.

Cavalry does not get a bonus for defending in Hills, Buildings or Châteaux.

Cavalry cannot attack defenders in Buildings or Châteaux.

Infantry Squares

Fresh infantry is able to form and hold a square. Spent infantry cannot:

Cavalry firing at....	Get a ... drm
Fresh Infantry	-1
Spent Infantry	+1



HQ Ratings

Army	HQ Rating
French	2
Prussians	3
British	4

Road Columns

While marching in Road Column, Infantry & Baggage Trains become strung out. Place 1 blank piece behind them as extended Road Columns:

	Infantry
	Infantry
	Infantry

This applies to Minor Roads. Major Roads have double the capacity. So there is no trailing column on them.

Starting Time

The Waterloo battle begins on June 18th, **Turn 2**.

Objective

The French must defeat both Allied armies to win. Count Infantry, Artillery & Cavalry for Rout. For convenience, these are the totals for the historical Waterloo battle.

Force	French	Prussian	British
Total	25	16	19
50%	13	8	10

If neither side has won, the battle can go into a second day. -See the Reinforcements, page 11-12. Add Reinforcements arriving on the 19th to the totals above.

Optional Reinforcements

Upon hearing Napoleon's opening bombardment, Soult and Gérard urged Grouchy to "march to the cannon!" Grouchy refused but what if he did try this? Would it have made a difference at Waterloo?

The Optional Reinforcements on page 13, assume that Grouchy's column immediately marches to the battle upon hearing cannon fire. There is no battle at Wavre.

Combined Campaign

These rules link all 4 battles (Quatre Bras, Ligny, Waterloo & Wavre) together into 1, continuous campaign.

Setup

The campaign starts on the 16th. Use the Setups for Quatre Bras and Ligny for a historical game.

Alternatively, allow the French to organize their forces any way they like. They enter on the same roads at the same time but with the order of march and force division of their choosing. The Allies will operate with the historical reinforcements.

After a night turn on the 16th, continue normally for the next several days. Essentially, this is an ongoing, multi-day battle that spans over the 4 maps.

Battles

A Battle starts when 2 opposing sides, both unpack a Baggage Train. If this never happens, the encounter is just a Skirmish, not a Battle.

Which forces are in the battle?

All friendly forces, within 3 Foot Moves (FMs) of a friendly unpacked Baggage Train (as the crow flies).

You win the battle when the other side is Routed, Broken or voluntarily decides to re-pack an unpacked Baggage Train. The losing side must then withdraw. For 50% Rout losses, only count the forces that are 'in the battle'.

The Allies operate independently here. So if the Prussians rout in the same battle, the British can still keep fighting.

Withdraw

When you Withdraw, you must re-pack all your Baggage Trains and evacuate all forces **in the Battle, at least 3 FMs away (as the crow flies)**. Allied forces must withdraw north. French forces must withdraw south.

Withdrawing troops cannot Attack or Rally.

After you have withdrawn the minimum distance away, you are free to again unpack a Baggage Train and fight a new battle as you choose.

Treat any forces that withdraw or retreat off the map as destroyed. They cannot re-enter the game later. (-see Gembloux exception)

If a Baggage Train is destroyed, all elements of that Command must withdraw off the map, away from the enemy.

Road Columns

Your blocks cannot run around on the map individually, moving in different directions.

All the units in a Command will march out together in 1 continuous road column.

Historical Weather

Day	Weather	Ground
16th	Clear	Wet
17th	Rain	Wet, then Mud from turn 5 on.
18th	Clear	Mud, then Wet from turn 2 on.
19th	Clear	Wet
20th	Clear	Dry

Mud Effects

Cavalry, artillery and baggage trains can only move along roads. They cannot fight or unpack. No Charges. All units fire at bad effect. Artillery cannot fire at all.

Campaign Victory

Winning or losing a battle does not mean you have won or lost the campaign.

To win the campaign, the Allies must ultimately defeat the French army. If both sides suffer defeat in the same turn, the Allies win.

The French can win in the following ways:

1. Defeat both Allied armies.
2. March a majority of the starting French army off the northern map edge. They do NOT need to maintain a supply line south while doing this.

-Brussels was a critical Allied supply base to the north. Though not technically correct, this rule does give the Allies proper motivation for the larger campaign. The Allies cannot win by running away and hiding in a corner of the map, or quickly concentrating in 1 spot and then sitting there. They must disperse to intercept the French advance and then concentrate quickly to defeat them in battle.

How to Defeat an Army:

To defeat an enemy army at the campaign level, you must inflict 50% losses on their total forces for the campaign: counting Infantry, Artillery and Cavalry, including all their reinforcements off map, that have not yet entered the map. These are the totals for Campaign Victory:

Force	French	Prussian	British
Total	35	20	24
50%	18	10	12

Supply Sources (LoCs)

The French must trace supply off the South map edge. The Prussians draw supply from Liege (major road NE out of Wavre). The British draw supply from Brussels to the N or Ghent to the NW, (as marked in Waterloo reinforcements).

Gembloux

After Ligny, Thielmann withdrew the Prussian III Corps north east to Gembloux. This is just off the map, north east of Ligny. Napoleon thought the entire Prussian Army was going there. This would make sense, since that route led back to their supply source at Liege. He ordered Grouchy to march to Gembloux to pursue the Prussians.

The problem was, Zieten I and Pirch II withdrew north to Wavre. What should Grouchy do? When the greatest military mind of the era orders you to march to Gembloux, you march to Gembloux! Besides, what was the alternative? Ignore Thielmann and march north straight to Wavre? That would have left his right and supply line unsecured.

For the game, treat Gembloux as an off map box. You can march there and still march back onto the map. Your forces are not out of the game. See the diagram below for the distances to and from Gembloux at different locations, given in Foot Moves (FMs).

If a Prussian Corps marches there, they can stay and re-enter when they want. If a French Corps pursues them there, the Prussians MUST continue their march north to Wavre. You CANNOT fight a battle in Gembloux.

IV Corps

Bulow's Prussian IV Corps was marching in from Liege. They arrive at Gembloux on the 16th, during the night turn.

If other Prussian Corps don't withdraw to Gembloux, Bulow is free to march in wherever he wants.

If a Prussian Corps does withdraw to Gembloux, Bulow MUST redirect his march to the NE, as he did historically. In this case, Bulow will enter along the major road leading NE out of Wavre on the Night turn, at the end of the 17th.

Why march to Gembloux? Assuming there is a battle near Ligny, for the Prussians, it is a quick and efficient way to evacuate. There aren't many good routes north. If the Prussians march there, the French need to send at least a Corps to clear / secure their right flank. Otherwise the Prussians could come back onto the map behind them, cutting their supplies.



Orders

As troops march on dry roads, they kick up big dust clouds. You can see these from miles away. In the field, this makes it easy to keep tabs on the enemy. The defender can see enemy columns approaching.

A huge problem for the French here was the rain. Wet ground means no dust clouds. After the battles at Quatre Bras and Ligny, where did the Allies go? Sure, the cavalry could keep tabs on the tail of the Prussian columns but where was the head? The French had to grope along in the dark. The best way to model this is to plot your marches between battles on Order Sheets.

Order Sheets

The Order Sheets are simply small, paper maps that you can draw your 'orders' on visually. They are scaled to exactly 1/3 the size of the maps. This means you can use the regular measuring devices to plot your moves. The chains work best for this. 1/3 of a move on the chain equals 1 full move on the Order Sheets.

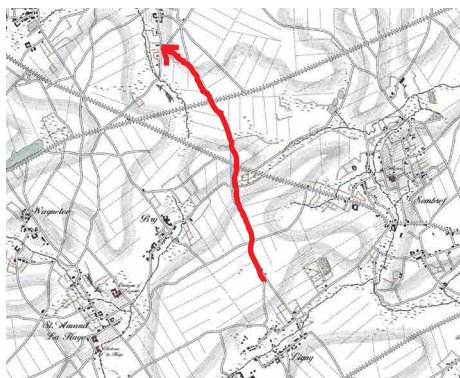
You can download pdfs of these off our website for FREE. It is best to print off several copies for each player.

Keep your location and movement hidden from the enemy by drawing your orders and marches on these sheets. You can draw them in pencil. It also works well to put a clear transparency over them and draw your orders with a fine tipped, dry erase pen.

Road March

In general, you will mark the closest part of your column to the enemy with your HQ on the map. Keep your blocks hidden off map on the Reserve Card in their order of march. So the HQ will mark the head of the column for the French in pursuit, and the tail of the column for the withdrawing Allies.

All columns must 'issue orders' before each turn by simply drawing their route on an order sheet like this:



If you are withdrawing, it is important to track the head and tail of your column. Measure and record the total length of your column (in FMs) when all stretched out with road column extensions.

Knowledge of the Enemy

No Meta Gaming! You cannot take any action that involves something that HQ would not know about in the field. This is much easier and clear than it sounds.

There are only 2 ways you can 'know' where enemy troops are:

1. Hearing

You can hear all combat on the map. (This includes all 4 of the maps.) If there is a fight going on, then the enemy is there! You can discern the general location, volume and direction of the fire.

2. Seeing

Your troops can spot the enemy if they have a clear line of sight. You can also see units marching on dry roads. If the ground is dry, put all road marching blocks on the map. See Scenario notes for weather and ground conditions.

You can also use the Order Sheets to restrict your movement with realistic Command limitations and delays. You can find details for this on our website.

At first, the 17th might seem boring. It's just a bunch of marching around, with no fighting. Don't be fooled. This is arguably the most important part of the campaign! There is a lot more going on here than at first appears. Every move you make here determines when, where and how the next critical battles will take place. Often the outcome of a battle had already been determined before the shooting even started.

Many historians say that Napoleon's greatest skill and genius was his ability to time and orchestrate road marches at the campaign level like this. Instead of boring or tedious, think of this as an exciting new dimension of gaming. Like a complex, moving puzzle to solve. It is a critical part of war we don't usually see in games.

You will need to think strategically in terms of timing 4-8 moves ahead. A collision between long sprawling columns can easily result in massive traffic jams and delays. One wrong move here could quickly spell disaster. As you start to consider the impact of the road network, timing, dispersion, speed of concentration and possible enemy moves, the decisions quickly become mind boggling.

These are the kinds of issues real officers have to struggle with even today. It is hard and confusing at first but it can be a lot of fun too. You are learning new, real world skills that the great generals of the past used. They still apply today in war and in business.

Embrace the struggle!



Armée du Nord - Order of Battle

Command

Chit (Place on large side of chit)

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Command

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Artillery



x 4
Detachments

Hussar



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Lancer

Dragoon



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HQs



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Elite



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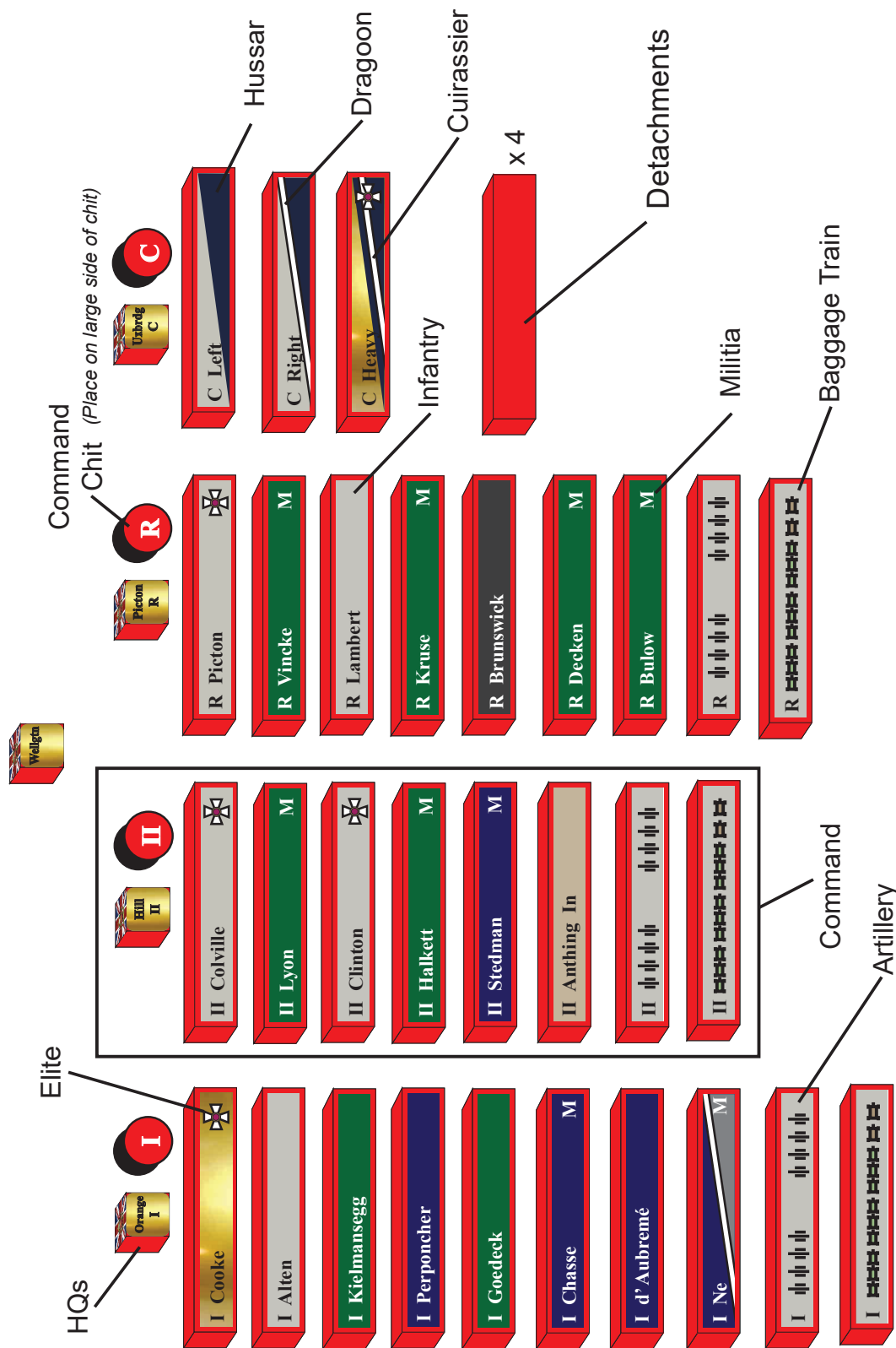
Cuirassier

Sticker Placement

Gently align, then press firmly to set in place.

Infantry represent Divisions of 4,000-6,000 men.
Cavalry 1,500-2,000 men.

Anglo-Dutch Army - Order of Battle

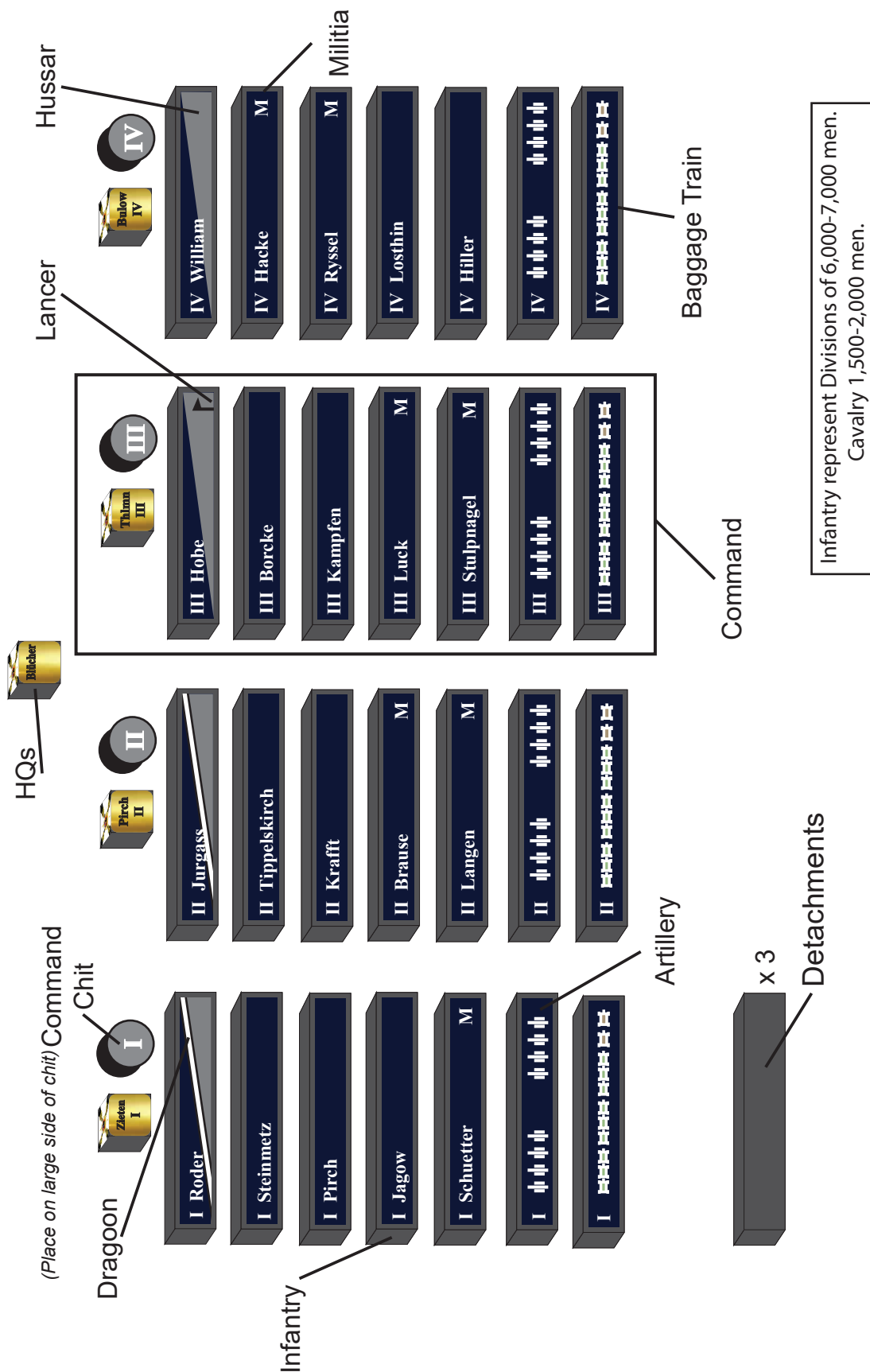


Sticker Placement



























Gently align, then press firmly to set in place.

Infantry represent Divisions of 3,000-4,000 men.
Cavalry 1,500-2,000 men.

Prussian Army of the Rhine - Order of Battle



Waterloo - Order of Battle

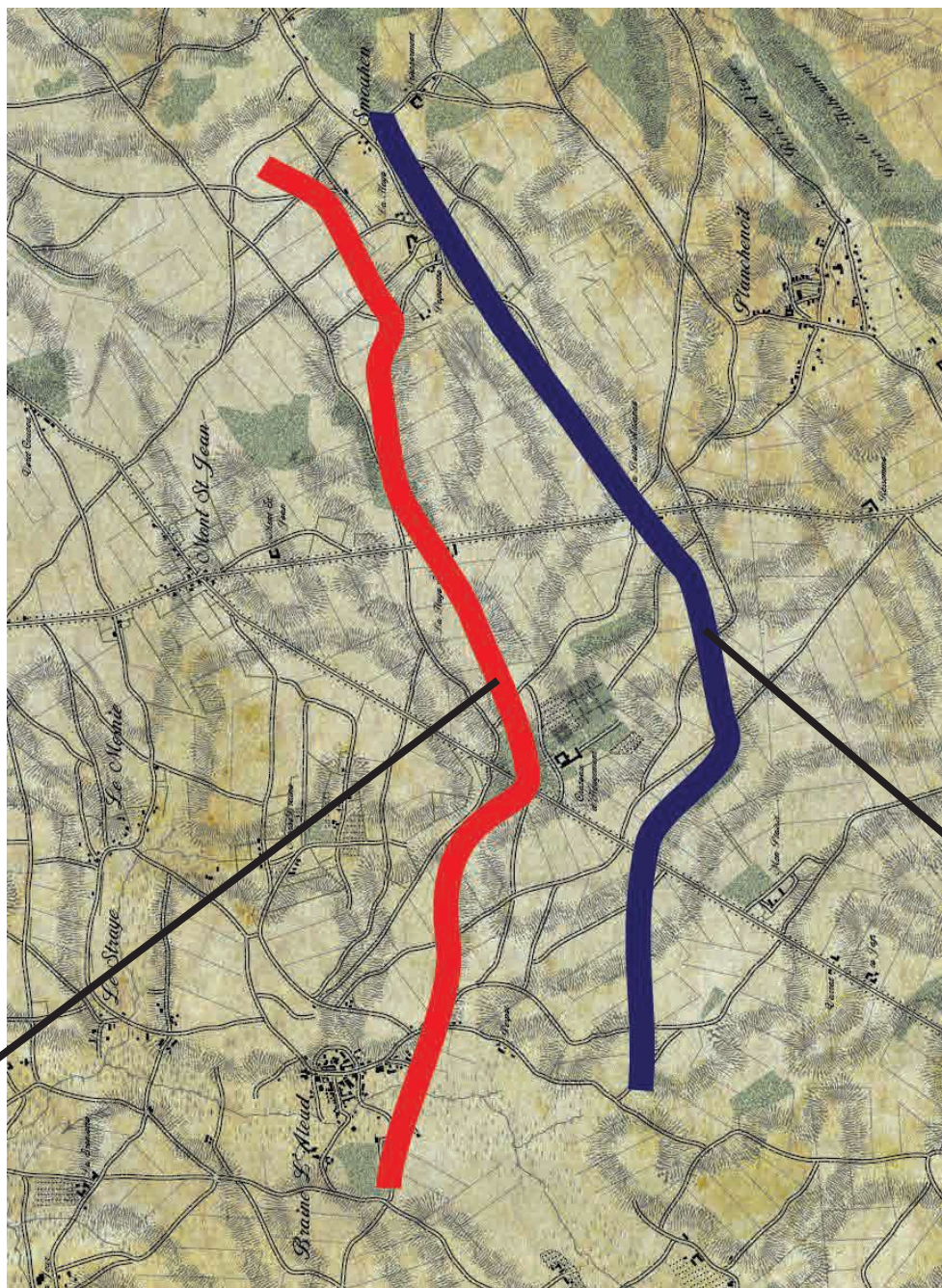
<div>   </div> <div> <div>G Light</div> <div>G Heavy</div> <div>G Grenadier</div> <div>G Young Guard</div> <div>G Old Guard</div> <div>G Artillerie</div> </div>	<div>   </div> <div> <div>I Jacquinet</div> <div>I Donzelot</div> <div>I Marcognet</div> <div>I Durutte</div> <div>I Artillerie</div> </div>	<div>   </div> <div> <div>II Piré</div> <div>II Bachelu</div> <div>II Jérôme L</div> <div>II Jérôme R</div> <div>II Foy</div> <div>II Artillerie</div> </div>	<div>   </div> <div> <div>I Cooke</div> <div>I Alten 3</div> <div>I Kiedlmannsegg 3</div> <div>I Perponcher 2</div> <div>I Chasse 3</div> <div>I d' Aubremé 3</div> <div>I Ne</div> <div>I Artillerie</div> </div>	<div>   </div> <div> <div>II Clinton 2</div> <div>II Halkett 2</div> <div>II Artillerie</div> </div>	<div>   </div> <div> <div>R Picton 5</div> <div>R Vineke 5</div> <div>R Kruse 6</div> <div>R Brunswick</div> <div>R Artillerie</div> </div>	<div>   </div> <div> <div>C Left</div> <div>C Right</div> <div>C Heavy</div> </div>	<div>   </div> <div> <div>I Roder</div> <div>I Pireh</div> <div>I Steinmetz</div> <div>I Jagow</div> <div>I Artillerie</div> </div>	<div>   </div> <div> <div>II Langen</div> <div>II Artillerie</div> <div>II Tippelskirch</div> <div>II Brause</div> <div>II Jurgasse</div> </div>	<div>   </div> <div> <div>IV William</div> <div>IV Ryssel</div> <div>IV Hiller</div> <div>IV Losthin</div> <div>IV Hacke</div> <div>IV Artillerie</div> </div>	<div>   </div> <div> <div>CIV Watier</div> <div>CIV Delort</div> </div>	<div>   </div> <div> <div>CIII l'Hostier</div> <div>CIII d'Huebel</div> </div>	<div>   </div> <div> <div>VI Jeannin</div> <div>VI Simmer</div> <div>VI Artillerie</div> <div>CI Subervie</div> </div>
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These are the historical forces that fought at Waterloo.

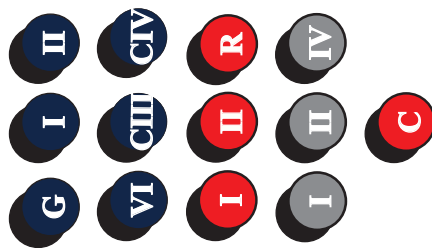
Setup

British setup 1st on this line or within 1 move North of it.

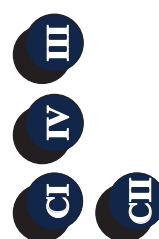
Initially deploy **ONLY** British and French forces shown on:
Historical Forces at Waterloo.



Start with these
chits in the cup.

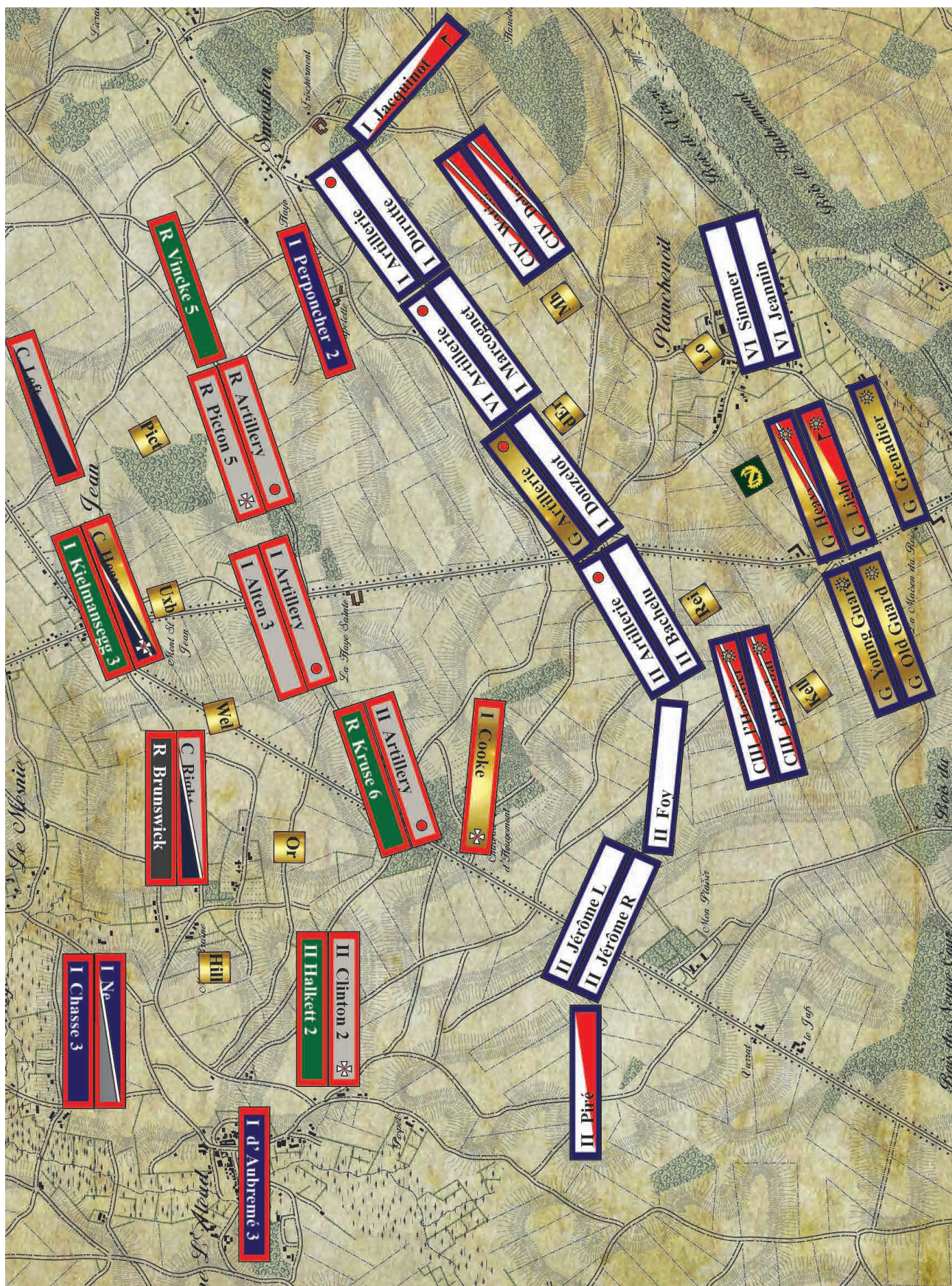


Include these IF
using optional
French Reinforce-
ments.

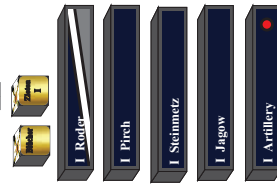


French setup 2nd on this line or within 1 move South of it.

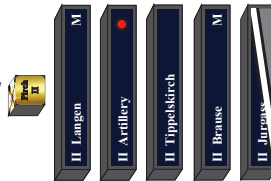
Historical Setup



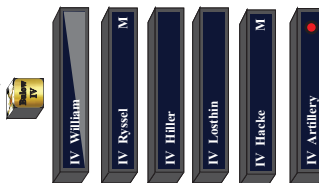
Reinforcements



Enter 18th, Turn 3
with 1 full move.



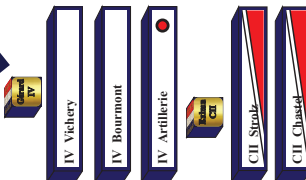
Enter 18th, Turn 4
with 1/2 of a move.



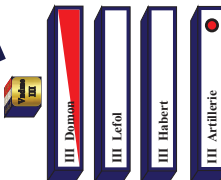
Enter 18th, Turn 2
with 1/3 of a move.



Enter 19th, Turn 1
with 1 full move.



Enter 19th, Turn 2
with 1 full move.



Enter 19th, Turn 3
with 1 full move.

Reinforcements enter in Road Column in the shown march order.

British Reinforcements

Reinforcements enter in Road Column in the shown march order.

Enter 19th,
Turn 1
with 1 full move,
at 1 of these roads.

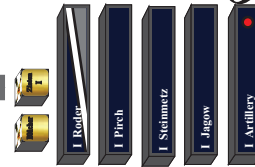


Enter 19th,
Turn 1
with 1 full move,
at 1 of these
roads.

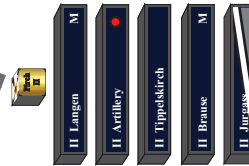




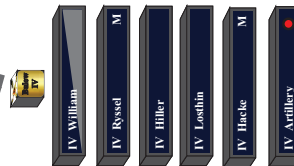
Optional Reinforcements



Enter 18th, Turn 3
with 1 full move.



Enter 18th, Turn 4
with 1/2 move.



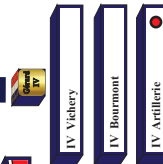
Enter 18th, Turn 2
with 1/3 move.



Enter **19th**, Turn 1
with 1 full move,
any Grey road.



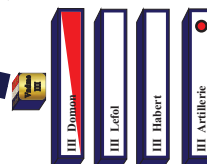
Enter 18th, Turn 3
with 1/2 move.



Enter 18th, Turn 4
with 1 full move.



Enter 18th, Turn 4
with 1 full move.



Enter 18th, Turn 6
with 1 full move.

Reinforcements enter in Road Column in the shown march order.



Napoleon abdicated in Fontainebleau after Waterloo.