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1. GAME PRESENTATION AND SCOPE

Waterloo 1815, Fallen Eagles simulates the final struggle of the French “Grande Armée” against Anglo-Allied and Prussian forces on June 18th 1815. It allows players to recreate this famous battle and test numerous what-if options to better understand the dynamic of the battle and its possible alternate outcomes.

The game is designed for two players or more. One side will play the French, the other side the Coalition made of the Anglo-allied and Prussian armies.

The game is won by capturing key locations and inflicting losses upon the enemy. The game includes various scenarios focusing on specific parts of the battle. The whole battle scenario is of course the main focus of the game (it should be completed within a full day session by players familiar with the game). In addition, alternate options are provided in order to test what could have happened if, for example, the French attack had started earlier or if the Prussians had arrived sooner (or later).

2. GAME INVENTORY

- 2 maps
- 4 counter sheets (108 counters on each countersheet)
- 1 rulebook
- 1 playbook (scenarios, designer’s and player’s notes)
- 2 melee and fire tables
- 2 orders displays
- 1 terrain effect chart and unit identification chart
- 1 game turn track table
- 1 rules summary booklet
- 3 organisation charts (one for each army) and scenario set up
- 16 tactical and strategic variation cards
- 2 dices

3. GAME SCALE

One size point represents 100 men for cavalry and infantry units and one or two guns, depending on calibre, for artillery units. One turn represents one hour of real time.

The map is covered with a hexagon grid. The distance between two hexes represents approximately 200m. Each hexagon is numbered for reference and to help deployment.

Example: Hougoumont’s farm is in hex (2412).

4. READING THESE RULES

Rules are organised in sections. See the glossary in section 6 for all terms and acronym explanations.

Section 7 provides a detailed sequence of play introducing the main mechanics of the game. Numbers between brackets [X] refer to rules sections. Sometimes players will have to roll two dice: it will noted DR henceforth.

Recommendation for new players: a quick first read is needed to understand the sequence of play and the game concepts. It is unnecessary to remember all of the details. Refer to and re-read these rules during play.

We recommend that you read the full example of play (see playbook) to gain an understanding of the rules and concepts in the game.

Rules in PDF format, examples of play in video and Vassal log with examples of play will be downloadable at Hexasim website www.hexasim.com.

5. COUNTER DESCRIPTION

5.1. COMBAT UNITS

There are three categories of combat units: infantry, cavalry and artillery.

[See “Unit identification chart”] for more details.

Combat units belong to a formation which has a specific colour given by the top colour stripe. In general, French and Prussian formations represent corps and Anglo-Allied formations are divisions.

Each infantry and cavalry unit is rated for:

- formation color stripe
- name of formation
- Fld/Ver
- unit name
- brigade or division name
- reduced side after a step loss

- unit size, in size points
- quality factor (QF) representing morale/training rating
- movement (expressed in movement points (MP), representing ability to move on the map).

Note: Cavalry units have special abilities:

- EZOC (enemy zone of control) to EZOC movement [see 12.2],
- cavalry pursuit [see 17.3],
- countercharge [see 17.1],
- retreat before combat [see 17.2],
- ability to move on the map.

Artillery units have a:

- fire factor (representing battery firepower), it is used for fire but has no impact on melee combat
- quality factor (QF),
- movement factor.

5.2. LEADERS

There are two categories of leaders: commanders and officers.

Commanders have no formation attached to them and therefore have no upper colour stripe identification and formation number at the left of their counter.

Commanders are Napoléon and Ney for the French army, Wellington and Prince of Orange for the Anglo-Allied army and Blücher for the Prussian Army.
Officers are leaders attached to a specific formation.

Two examples: D’Erlon is the leader of the French first corps. Mouton is the leader of the French VI corps and detached units from the French III corps and First cavalry corps.

Commanders and officers are rated for their Initiative and Leadership factors.

Initiative factor is used to check if the leader is activated when selected.

Leadership factor is used as a bonus for both rally and QF determination.

Example: D’Erlon is stacked with 25 Ligne. The QF of the 25 Ligne is considered to be 8 instead of 7 thanks to D’Erlon.

Example: D’Erlon attempt to rally the 25 Ligne which has been routed within his command range. The rally DR will benefit from D’Erlon’s leadership of one (and substract 1 to the DR).

When a leader is (severely) wounded, captured or killed use the appropriate marker to record his new status [see 20]. It is considered a “7” initiative and “0” leadership until the end of the game. In every cases, the leader has been replaced by his staff (and evacuated in case of wound). This means that a “wounded” leader cannot be wounded again/killed or captured later on.

Leaders have 10 movement points (MP) and use cavalry movement cost [see 12].

Officers may move when their formation is activated.

Commanders may move when they are individually activated.

All leaders have a command range of 6 hexes. Command range cannot pass through hexes occupied by enemy units (EZOC have no effect there). Command range is checked before the leader moves.

Officers can influence and apply their leadership factor only to their own formation units. Commanders can apply their leadership factor to any unit in their Army (Anglo-Allied and Prussian armies are two different armies fighting on the same side).

A unit cannot benefit from its formation’s officer and from one commander at the same time. Leadership factor is not cumulative.

5.3. Markers

Markers are used to facilitate play and remind players of the different status of their units and formations.

Fired markers may have an impact on movement [see 12.1].

6. Glossary

Note: this glossary intends to introduce key game terms. They are described without all the details and exceptions that can be found later in the rules (all figures are rules section reference).

Activation: A formation needs to be activated in order to be able to fire, move and engage in melee combat [see 7.3.a]

Active player: The player who has currently activated a formation.

Commander: is a leader who is not directly attached to a formation. He can be activated alone and has special abilities [see 11.3].

Command range: is equal to 6 hexes for all leaders.

Counter charge: A cavalry attack by the non active player triggered by enemy movement or opportunity fire situation [see 17.1].

DR: Rolling two dice – unless specifically mentioned, all dice rolls are done with two dice to generate an unmodified total between 2 and 12. Rules will allow adding or subtracting die roll modifiers (DRM).

dr: By exception, only one die is to be rolled. The lower cases are used in this case.

DRM: dice roll modifier. It is a number to add to the DR. As one has to roll low in order to get a favourable result, a minus is a benefit and a plus a handicap. All DRM are cumulative.

Eliminated: Most combat units have two steps. They start the game with their full strength side. A unit is eliminated when it loses all his steps, cannot retreat or is routed and reaches its supply hex. In reality not all the force is destroyed but the unit has no more combat value [see 13.1, 14.2,16].

End of turn level: At the end of an activation or a pass, a DR is done and compared to the end of turn level to check if the turn will end [see 7.3.k].

Encircled: If a target hex is simultaneously attacked by units in 2 opposing sides or in 3 non-consecutive hexes, it is considered encircled during this attack [see 13.2.b -5].

EZOC / ZOC: Enemy zone of control. A zone of control of a combat unit encompasses the six hexes surrounding the unit. (exception: see 10)

Formation: A formation is a group of unit which share the same upper stripe color. It is in general a corps for the French and Prussian armies and a division for the Anglo-Allied army.

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7. SEQUENCE OF PLAY

The sequence of play of a turn is composed of the following phases:

1/ Order phase: each player gives or changes orders for its formations within the restrictions of "Orders" rule [see 11]

2/ First player determination phase: Each player makes a DR to determine who is going to act first [see 7.2]

3/ Activation phase: Each player activates in turn one formation or commander or may pass. Activation allows firing, moving and engaging in melee combat. At the end of each activation or passes, a DR is made to check if the turn ends.

4/ End of turn phase: Before moving on to the next turn, perform special automatic rear area movement and resolve rout movement. Victory conditions are checked.

7.1. ORDERS PHASE

Issue orders: At the start of the game each formation is given an order (a reference location to move toward or a defensive stance) by placing the formation's order chit on the appropriate zone of the order chart. During the order phase of each turn, some order chits may be changed. [see 11]

7.2. FIRST PLAYER DETERMINATION PHASE

Each side (Anglo-allied and Prussian are one "side") rolls a DR. The side obtaining the lowest DR (re-roll in case of draw) decides which side will start with the first activation.

Both sides can play strategic event cards if applicable [see playbook 1.5]

7.3. ACTIVATION PHASE

7.3.a Formation activation segment

Each player activates one after the other a formation leader (officer) or a commander.

The player currently acting is called the active player. The active player can decide to either:

- Pass:
  - If the active player passes, proceed to "End of turn check" segment [see 7.3.j].
  - If both players chose “pass” twice in a row (so four “pass” in a row), the turn ends automatically and proceed to “End of turn” phase [see 7.4].

- Activate an officer or a commander:
  No officer or commander may be activated more than twice during a turn.

The same officer or commander cannot be activated twice in a row by one player (if there is no other choice, the player will have to pass once between the two activations).

Officers and their formation or commanders entering as reinforcement have to be activated in order to enter the map.

Roll for officer/commander initiative to confirm the activation with a DR less or equal to the leader's initiative level:

- If the test is successful, place a “1” marker for the first successful activation on the leader or a “2” marker if it is the second one and proceed with next segment.
- If the test is failed, the active player can pass or select another leader that will also have to confirm activation. A failed activation does not count for the two activations limit (or the two times in a row limitation) per leader as no new activation marker would have been placed.
• If all remaining eligible leaders to be activated miss their initiative DR during this segment, the active player has to pass and rolls immediately for an End of turn check.

For each activation confirmed by a successful initiative DR, the active player:
• Performs all eligible actions with all the units of the activated officer’s formation or performs one of the activated commander’s abilities
• May play (both players) tactical event cards at any point of the activation if possible [see 18.1].
• Ends his activation when he has completed all his actions for the current activated units by making and end of turn DR check.

This sequence is repeated by both players until the end of the turn.

The turn ends when:
• All officers and commanders of both sides have been activated twice;
• Both players decide to pass twice in a row each (so four decisions to pass in a row);
• An “End of turn” die roll triggers the end of turn [see 7.3.f]

In this case proceed to “End of turn phase” [see 7.4] to close the turn.

Example: The Allied player has just finished the activation phase of Picton. This is the turn of the French player. All French leaders have been activated twice (they have an activation “2” marker on them already) except for D’Erlon who has never been activated this turn, and Mouton and Drouot who have been activated once. The last French formation who has been activated (before the activation of Picton for the Coalition side) was Drouot.

The French player decides to go for d’Erlon’s corps. The player rolls two dice and gets a 9, while D’Erlon initiative is 8: the initiative check is a failure and the player must choose another formation or pass. He cannot choose Drouot as he was the last to have been successfully activated for the French side. He then tries Mouton and rolls a 4 for an initiative of 9: it’s a success and Mouton is activated for the second time this turn. An activation “2” marker is placed on Mouton and all units sharing the same formation color as Mouton are activated and proceed to the offensive fire segment

7.3.d Melee combat declaration segment

The active player designates which enemy units/stacks will be attacked and by which adjacent attacking stack(s). Each attacking stack must contain at least one activated infantry or cavalry unit. Place a “melee declaration” counter on each attacking stack(s) pointing at the attacked hex. More than one hex can attack a single hex which can be attacked only once per melee combat segment. Two hexes cannot be attacked by the same unit(s) [see 13.2].

7.3.e Cavalry retreat before combat segment

Stacks composed only of non-routed Cavalry/Horse Artillery and leaders may retreat before combat if attacked by a force without cavalry [see 17.2].

7.3.f Opportunity fire and counter charge segment

All enemy units/stacks adjacent to an enemy stack with a melee declaration marker on it AND which are NOT targeted for melee combat may perform ONE opportunity fire [fire rules for restrictions and resolution [see 13.1]]. If all attacking hexes have been already eliminated/routed/retreated by previous opportunity fire, the targeted stack may not fire at another target.

7.3.g Defensive fire segment

All enemy stacks (with infantry and/or artillery) which are targeted by a melee marker may fire at an adjacent, activated lead unit. One hex may perform defensive fire only on an attacking stack which declared melee against it. See fire rules for restrictions and resolution [see 13.1]. If all attacking hexes have been already eliminated/routed/retreated by previous opportunity fire, the targeted stack may not fire at another target.

7.3.h Melee combat resolution segment

Meleses are resolved in any order at the active player’s choice. In order for a declared melee combat to be still valid for one hex, the lead unit has to survive and pass all QFT which could have resulted from opportunity and defensive fires.

Any previously declared melee combat still eligible to attack may be called off at the active player discretion.

An attacking stack may change its lead unit if it has been reduced by opportunity or defensive fire. See melee combat resolution rules [see 13.2]. Remove all melee declaration markers at the end of the melee combat segment.

7.3.i Cavalry pursuit segment

Cavalry unit(s) which have successfully advanced into the melee hex have to pass a pursuit control test. Roll a QFT for the lead unit (modified by any activated leader in the hex). If the DR is equal or lower to the QF, all advancing cavalry units may execute a pursuit combat. If the DR is higher than the QF, the advancing units MUST execute a pursuit combat if possible. A pursuit combat is a
new melee combat between the advancing cavalry units' hex and one adjacent enemy hex. Place a new melee declaration marker and apply all opportunity fire and defensive fire rules prior to the new melee resolution. If more than one hex qualify for cavalry pursuit after all regular melees have been done, resolve one pursuit at a time in the order chosen by the active player. There is no additional pursuit after a pursuit combat no matter what the result is.

7.3.j End of turn check segment
At the end of activation of a formation or commander, or if a player has passed, an “end of turn check” has to be made to see if another activation is possible. Two “End of turn level” are given for each game turn.

Example: for the 1pm turn, the “End of turn” levels are 10 and 10.

End of turn check: A DR is rolled by the active player to determine if the turn will end.
The current game turn has two statuses: one is “starting”, the other one is “finishing”.
At the beginning of a turn, the status is “starting” (use the game turn marker with the “starting” side up).
The first end of turn level is used when the game turn status is “starting”.
If the DR is lower or equal than the current end of turn level (first end of turn level when the turn is “starting”, second end of turn level when the turn is “finishing”), the turn goes on normally: initiative goes to the other side, the non active player becomes active, he can activate a formation/commander or decide to pass.
If the DR is higher than the first end of turn level and the turn is “starting”, the turn will continue and the other side can activate another formation BUT the game turn marker is inverted to the “finishing” side and the game turn status is now “finishing”. From now only the second end of turn level will be used.
If the DR is higher than the second end of turn level and the turn is “finishing”, the activation phase is over, proceed to the end of turn sequence.
Example: At 12pm, the two ends of turn levels are 10 and 9. After the first activation the French rolls a 10. This is not higher than the first end of turn level so the activations can continue. After several activations in a row without a DR >10, one player rolls an 11. The game turn marker is flipped over. Activation continues and the initiative passes to the other side, but from now, the second end of turn level is in use and the end of turn level is now the second number (9). From now as soon as a DR is 10, 11 or 12, the game turn will end.

If a player has already activated twice all his formations and commanders, he will have to pass until the turn ends. The two end of turn levels are now decreased by 4 until the end of turn. The second player activates normally his remaining formations and commanders until they all have been activated twice, or he decides to pass, or the end of turn DR (taking into account a level reduced by 4) triggers the end of turn.

See the game turn track to get the initial end of turn level applicable for each game turn.

7.4. END OF TURN PHASE

7.4.a Automatic rear area movement segment

Any officer that has not been activated twice this turn (commander special ability does not count) can move once together with its units within command range according to orders (independent movements are not allowed) as long as any of its units do not start or move within 4 hexes of an enemy unit.

Each side may move one eligible officer’s formation in turn, starting with the French player. If a single unit of a formation is within 4 hexes of an enemy unit, none of the formation’s units can use this automatic move.

Officers that have not been activated at all this turn may only claim one automatic rear area movement.

7.4.b Rout movement segment

Both sides (French player first) move their routed units toward their supply hex point (see Rout rules [16] and scenario instructions). If they reach the supply hex they are removed from the game but not counted as full casualty (they will count at 50% of the victory points awarded for units eliminated).

7.4.c Final segment

Check for possible victory condition triggers
Remove all activation markers.
Check for formation’s demoralization level
Move the turn marker to next turn with its “starting” face up.

8. STACKING

The number of friendly combat units which can stack in a hex depends on their stacking value. It is impossible to stack with enemy units.

Each infantry unit size point is worth ONE stacking point (SP).
Each artillery or cavalry unit size point is worth TWO SP.
A maximum of 30 points (SP) can stack in one hex.

Exception: regardless of stacking limit, 2 combat units of any category from the same formation + one artillery unit (possibly from another formation) can stack in a hex.

Leaders and markers do not count against the stacking limit. They stack for free.

Example: The Coalition player may stack Fld/Bre (5 SP), Fld/Osna (6 SP), 2 Light (4 SP) and 5 Line (5 SP) along with Lloyd battery (10 SP) for a total of 30 SP. The Coalition player would be able to stack 2 Neu Ldw (24 SP), 18 Infanterie a (12 SP) and 13 Art (12 SP) for a total of 48 SP because it would count as two units of the same formation stacked with an artillery unit. The French can stack 5/Gd, 6/Gd and 11/6 (two 8/7/3 artillery from the Guard and one artillery from the first corps) artillery units in the same hex, as it would qualify for 2 units from the same formation + two artillery unit.

Stacking is checked at the end of movement and retreat/advance after combat. Thus, a unit can move or retreat through a fully stacked hex, but it may not stop into it.

Stacking order: Artillery units must be placed on top of the stack (leaders may be put on top of artillery units for convenience). The first non artillery/non leader unit in the stack is called the lead unit [see 9]. Other units may be stacked in any order.

Mixing formation penalty: when infantry and/or cavalry units from different formations are stacked in the same hex, apply a +1 DRM to all melees combat DR on attack. Melee against these hexes have a -1 DRM bonus. There is no penalty for fire combat.

Retreating or routed units that cannot end their movement because of stacking restriction are allowed to retreat or rout further until they find a valid hex.
9. LEAD UNIT

When more than one combat unit is in the same hex, the owning player chooses which combat unit will “lead” the stack. This lead unit will take the first loss(es) under fire and will be used to determine the stack’s quality factor (QF).

No artillery unit may be selected as the lead unit if an infantry or cavalry unit is present in the hex. Leaders cannot be the lead unit. The lead unit must be put at the top of the stack (leaders do not count). In case of mixed artillery and infantry/cavalry stacks, the first non artillery combat unit in the stack will be considered as the lead unit.

Leaders influence on the lead unit: all leaders have a leadership factor which can be used to improve the QF of the lead unit they are stacked with. Officers can improve the QF only for a lead unit of their formation. Commanders may affect the QF of all the units of their army if they are stacked with (note: there are two sides but three armies in this game). Leader influence is not cumulative, so if two leaders could influence only one should be counted.

The lead unit may be determined and changed at any time during the offensive fire segment and movement segment.

ANY stack of ANY players may also immediately change its lead unit when the lead unit takes a step loss, and must when it is eliminated.

Mixed cavalry and infantry penalty: when both types of units are in the same hex, the lead unit maximum QF of one type is limited by the other type maximum QF.

Example: A 10 QF cavalry, 9 QF cavalry, 7 QF infantry and 6 QF infantry are stacked. If one of the cavalry units is selected as lead units, the maximum QF of the lead unit will be 7. Of course the QF of the lead unit will be 6 if the 6 QF infantry is selected as lead unit.

Note: mixing cavalry and infantry units in a hex is not prohibited but there are disadvantages to it.

In order to declare a melee combat, the lead unit has to be an infantry or cavalry unit.

In case activated and non activated units of the active player are mixed, the order of the stack can be freely rearranged at the end of the movement phase. In order to attack an adjacent hex, the lead unit has to belong to the activated formation. Non activated units of the initiative players are immune to defensive/opportunity fire versus activated units except for retreat and rout result generated by these fires. Also they do not participate in the attack even if activated units initiate melee from their hex but have to share any retreat or rout results.

Note: most of the time, the lead unit will be the one with the highest QF as the hex will be less prone to rout with a higher QF.

10. ZONE OF CONTROL (ZOC)

Only non-routed combat units (infantry, cavalry and artillery) have a ZOC. Leaders and game markers do not have a ZOC.

A ZOC extends into the six adjacent hexes around a unit but some terrain may negate ZOCs:
- No ZOC of Cavalry do extend into woods hex;
- No ZOCs extend into towns or fortified farms and across woods hex sides between two woods hexes, no matter the unit type.

ZOC has effects on movement [see 12.2] and retreat [see 14.2].

Examples: 29 Ligne in hex 2629 extends its ZOC in hexes 2628, 2528 and 2529 but not in 2728 nor 2630 because of the wood hexside and not even in 2729 because of the fortified farm.

7 Hussards in hex 2532 extends its ZOC in hexes 2632, 2633, 2531, 2432 and 2433 but not in 2533 which is a woods hex (Cavalry ZOC cannot extend into a woods hex). If an infantry unit was in 2532, the ZOC would extend in 2533 as well.
11. ORDERS

Orders are given by using the order chart display and the order chits (there is one order chit per formation in the game).

Note: Orders simulate constraints on movement implied by the general direction given by the overall commander. The choice to attack/fire is left at formation’s level.

At the beginning of the game just after setup, each player secretly selects an order (it can be a geographic objective or a defensive stance) for each of his formations. For each formation, the chosen order chit is placed face down in the appropriate box of the order display. Prussian order chits are placed only at the beginning of the turn when the first Prussian unit may enter the map.

During each order phase thereafter, each side may change a limited number of orders each turn.

The French player can change one to three orders (roll ONE die, divide by two and round up the result: 1-2=1, 3-4=2, 5-6=3), the Coalition player can change one to six orders (roll one die) until the Prussian units can enter into play, and 3 to 8 (roll one die and add 2) thereafter.

The order counter chits are placed face down in order to keep the formation’s identity hidden.

Order chits are revealed when:
- one unit from the formation moves more than one hex within 4 hexes of an enemy unit OR
- a unit from the formation claims a defensive stance during combat. [see 11.1.b]

Each player has 5 flags “decoy” order chits which are placed at the beginning of the game and which may be moved from one order box to another for free when orders are changed. When a revealed formation’s order chit is moved from one box to another, it may be placed face down again.

Orders do not apply to leaders, who may move freely (they have 10 movement points) when activated.

Orders for a formation may apply to all the combat units of that formation that are within command range of their officer (the other units can only use independent movement and are considered to have no orders)

11.1. CATEGORIES OF ORDERS

11.1.a Geographic objective order

Each geographic order on the order chart display indicates a specific town/village or crossroad location.

In order to issue a geographic order to a specific formation, the formation leader has to be within 15 hexes from the objective when the order is issued. If not, an intermediary objective has to be selected first.

Exception: on the turn when the first Prussian unit is allowed to enter the map, the Coalition player can select objectives for all Prussian formations on locations within 25 hexes from Lasnes (hex 3442).

The formation’s units, within command range of their officer at the beginning of their movement can:

- Comply with the order and move automatically more than one hex. In this case, they have to finish their move closer or at the same distance to the objective than when they started their movement. The distance is measured in hexes.
- Attempt to move more than one hex without complying with the order. In this case they have to attempt an independent move [see 11.2].
- Move one hex only in any direction

The formation’s units which are not within command range cannot apply the order and must attempt independent move if they wish to move more than one hex.

Geographic orders have no impact on fire or combat ability. You can attack or fire all the way to the objective. Staying in place is also possible as it is not considered “moving away”.

Example:

The French I Corps has the order to move towards Papelotte (2925). The 25 Ligne is in hex 2624, three hexes away from its objective. Thus, it could move anywhere closer to Papelotte (and going in 3026 for example is considered moving closer), or could go as far as 2922, 3023 or 2627 which are also 3 hexes away from Papelotte (no further away from the objective than its starting position). However, it would have to test for independent movement to finish its move into 2525 for example, 4 hexes away from Papelotte. It could go to 2525 while moving if it finishes its moves in an eligible hex (2625, 2525, 2526 and ending in 2627 is compliant with the geographic order). In any cases the 25Ligne can go to 2623, 2523, 2524 because it would be a one hex move.

11.1.b Defence order

Infantry and artillery units within command range, from the affected formations cannot move more than 1 hex in any direction. They cannot declare melee attack but any type of fire is possible. Enemy cavalry units attacking friendly infantry lead unit under a defence order will not benefit from the -1 DRM for attacking infantry and artillery in the open [see "Terrain effect chart”]. Reversely, enemy artillery fire versus a hex in open terrain with a lead infantry unit with defence order will get a -1 DRM bonus to...
its fire DR. Units outside command range and cavalry units even within command range are considered with "no order" and must use IM.

**Defence order forfeiture:** if any infantry or artillery unit from a formation under a defence order within the command range of its formation's leader AND within 4 hexes of an enemy unit use an "independent move" to move more than 1 hex or attacks in melee combat, all the formation loses immediately its defence order benefit until a new defence order can be issued to that formation. Remove the formation's order chit from the defence box and place it in the no order box. **There is no defence order forfeiture if a unit receives a direct order from a Commander** [see 11.3].

Units or formations with "no order" may only do independent move (IM). Units with "no orders" can fire and declare melees.

### 11.1.c Rally alternative option

This option can be chosen instead of the current Geographic/Defence/"no order" order status. It is an option freely exercised at the player's discretion when the formation is activated. In this case, the current order is not applied (but the order chit remains in place for future activations). Non-routed units cannot move more than one hex nor engage in attack either for melee combat or fire. Under these conditions, a rally attempt may be done for all routed units from that formation on the map even if they are not within the command range of their officer. Independent move is prohibited.

**Rally procedure:** one DR is done for each eligible stack. It affects only the activated formation units in the stack. Units may apply their formations' leader leadership bonus if they are within command range.

Compare the DR with the QF (with any leadership modifier if applicable) of each eligible unit in the stack. If the DR is below or equal to QF of a unit, the unit is rallied and does not remain under the rout marker. The rout marker is removed if all units in the stack are rallied.

See also rally with commanders [see 11.3].

### 11.2. INDEPENDENT MOVEMENT (IM)

Independent movement is used in two cases:

- when units of the activated formation are not within the command range of their formation's leader at the beginning of the formation's movement phase.
- when units of the activated formation, whatever the distance from the leader, **want to move more than one hex toward a hex which is not compliant with the current order.**

Independent move are always executed after the movement of units within command range of their officer and complying with the current order. In the case of a stack within command range in which some units would like to perform an independent move, resolve order compliant move first while leaving the other units behind. When all orders compliant moves are resolved, these units may attempt an independent move.

For each stack containing units willing or forced to use an independent move, a single QF test is undertaken. Compare the DR with the lowest QF of the units of the activated formation in the stack:

- If the DR is equal or lower, the test is successful, and all combat units from the activated formation in the stack move up to half (rounded up) of their full MP in any direction.
- If the test is failed, all combat units from the activated formation in the stack may only move one hex in any direction

In both cases, units from the same stack can choose different directions.

### 11.3. COMMANDERS' SPECIAL ABILITIES

Each commander may be activated twice per turn.

Each activated commander may use one of the following abilities per activation and may move after:

- **Change any order** of one formation. This is an “emergency” order change procedure in addition to the normal order change process at the beginning of each turn. The selected formation leader has to be within command range at the beginning of the commander activation. In this case, the order chit on the order display can be immediately changed for this formation. The selected formation cannot activate now, but it will use the new order during its next activation.

- **Rally up to four stacks** within his command range at the beginning of his activation. Roll a DR per stack and use the commander's leadership factor as a DRM bonus for the rally attempt. All routed units in the stack are eligible for rally. Formations are not relevant here and if units from different formations are stacked together, they all benefit from the rally attempt. However, Prussian commanders cannot rally Anglo Allied units and vice versa.

- **Additional free activation** for a number of stacks up to the commander's leadership factor. Selected stack(s) must be within the commander's command range at the start of his activation. Units already activated twice with formation activation may still be activated again through commander's direct activation. Units from different formations can be activated at the same time but all penalties for mixing formation in the same hex apply.

This option can be used **ONCE per turn only for each commander**. This bonus activation does not count for the two activation limit per formation and no activation marker is placed on their formation's officer. **Units activated in this way can fire, declare melee combat and move in any direction as per independent move but they use their full movement allowance.**

**Example:**

D'Erlon's first French corps has been already activated twice. Mouton VIth corps has not been activated. Ney is in hex (2117- La Belle Alliance) and has not been activated yet. The French gets the initiative and chooses Ney. He rolls 7 so Ney can be activated. An activation 1 marker is put on Ney. In 2621, is a hex composed of Mouton (VI corps officer), 10 ligne (from VI corps) and 29 Ligne (from 1er corps). Ney decides to use his leadership factor to do a free activation of this stack. Even if the first corps has already been played twice this turn, the 29 Ligne can fire/move/attack again and move in any direction up its full MP (Mouton and the 10 Ligne can also). At the end of this activation no marker is put on D'Erlon or on Mouton who can still be activated twice this turn.
12. MOVEMENT

12.1. MOVING UNITS

All combat units and leaders have a movement factor. It represents the maximum amount of movement points (MP) that can be expended by a particular unit in any one movement phase. Basically, a unit “expends” movement points by entering a new hex. Movement points cannot be transferred between units nor accumulated from phase to phase.

See the “Terrain effect chart” for complete information on movement costs and prohibitions.

Each unit is considered to move individually but for convenience, players can move “stacks” at the speed of the slowest unit but the cost of terrain is calculated at the worst rate.

An enemy unit may enter a hex occupied by a leader alone. In this case, the leader risks capture and will be displaced [see 20.2].

Units expend 3 additional movement points to exit hexes marked with a “Fired” counter.

Basic move example:

The 28 Ligne is in 2719. It can move to 2819 for 1 MP (clear terrain) then to 2918 for 3 MP (2 for the sunken road, 1 for the crest) for a total of 4 MP. The 25 Ligne is in 2618. It can move to 2717, then to 2818 and to 2917 for 1 MP each, ignoring other terrains because of the road. It can then move to 2918 for 1 MP ignoring the sunken road thanks to the trail.

Minimum move example:

Artillery 9/6 is in 2927. It would cost it 4 MP to move to 2827 (1 for clear terrain, +1 for the crest, +2 for the stream). But even if the artillery unit only has 3 MP, it can always make a minimal 1 hex move, provided it doesn’t enter prohibited terrain.

Road move example:

The 105 Ligne is in 2510 and could normally move to 2912. But because it is using only road movement, it can move 2 hexes further on the road, provided there are no EZOCs on its way. Thus it can move as far as 3113.

Demoralized units have a movement factor reduced by one point. If the ground condition is “mud”, all units’ movement factor are reduced by one [see Weather 21]. A unit movement factor cannot be lower than 1.
12. ZOC AND MOVEMENT

- **Entering** an enemy zone of control (EZOC): Leaders, Infantry and Artillery units must stop.
- Artillery can enter a hex in EZOC only if it can be stacked with friendly infantry or cavalry that entered the EZOC before or at the same time.
- Cavalry may continue movement after entering EZOC.
  - **Move** from EZOC directly to EZOC

**Infantry and leader units** may move from EZOC to EZOC ONLY if they start their movement phase in the first EZOC, expend all their MP and enter the second EZOC in an adjacent hex already occupied by a friendly combat unit. If this is achievable, this move does not trigger an opportunity fire or counter charge.

**Cavalry units** may move from EZOC to EZOC at a cost of +3 MP regardless of the presence of friendly units. This movement may trigger opportunity fire/counter charge in the second hex [see 13.1.a and 17.1] from all enemy stacks for which a cavalry unit has moved from ZOC to ZOC unless the moving cavalry can claim the same move as previous case (all MP spent & friendly infantry occupied hex).

**Artillery units** can never move from EZOC to EZOC
  - **Exiting** EZOC: an Infantry or artillery unit starting its movement phase in an EZOC may exit EZOC to enter a hex free of EZOC and continue movement. In this case they cannot re-enter an EZOC during the same movement phase.
- Cavalry units can exit an EZOC and re-enter a EZOC without penalty.

**Example: ZOC and movement**

The 25 Ligne, starting its movement in 2923, can go into 3024 and stack with the 95 Ligne, at the cost of all its MPs. It will not trigger an opportunity fire. It could not move to 2922, because an infantry unit cannot move from EZOC to EZOC without a friendly unit in the destination hex.

The 7 Hussards in hex 2924 could move to 2825 or 3025 at the cost of 4 MP (1 MP for clear terrain + 3 MP for an EZOC to EZOC move) and would trigger an opportunity fire from the Dutch unit in 2923. It could also move to 3024 even if there was no friendly unit in it, at the cost of all 4 MPs without triggering an opportunity fire as it is not moving into the same enemy's ZOC. Finally, if there was a friendly unit in 2825, it could move there using its full movement allowance in order to avoid opportunity fire.

13. COMBAT

There are two types of combat: fire and melee.

13.1. FIRE COMBAT

Firing is always optional but **only artillery and infantry units may fire.** In order to be able to fire, the firing unit has to be within range but also must have a line of fire to the target if the target is not adjacent.

**Range:** Artillery has a four hexes firing range. Infantry may only fire into adjacent hexes.

**13.1.a Firing forms**

Firing may take three forms:
1. **Offensive fire:** this is a fire performed by activated infantry/artillery units in range of enemy units before moving. A fired marker will be placed on hexes using offensive fire.
2. **Opportunity fire:** units can use opportunity fire in two cases:
   a) (Opportunity fire segment) if they are not targeted by a melee attack, versus adjacent activated enemy units that have declared melee combat against another friendly hex.
   b) (Opportunity fire during enemy movement) versus adjacent cavalry moving from EZOC to EZOC of the same unit [see 12.2], Fire takes places in the second hex. This does not apply to advance after combat.
3. **Defensive fire** by infantry/artillery units targeted by a melee combat declaration marker versus their attacker(s).

**Note:** fire combat includes ranged artillery fire and also fire between adjacent infantry/artillery when enemy units, even if adjacent on the map remain distant from each other. Melee combat is the real close combat.

**13.1.b Line of fire (LOF) determination**

The LOF of an artillery firing at more than one hex distance may be blocked by obstacles. If the LOF is blocked, then the artillery may not fire.

**Obstacles:** Any town, fortified farm, orchard, woods hexes and combat units in between the firer and the target block the LOF. LOF is judged from the centre of the firing hex to the centre of the targeted hex. Obstacles in the firing hex or in the targeted hex do not block the LOF (but those in the targeted hex provide protection from fire, [see "Terrain effect chart"]). LOF can be traced along the hexside of a blocking terrain.

**Elevations:** All hexes comprised within the crest hexside are considered level 1 elevation (1917, 2018, 2118 for example). All darker hexes in the valley near Smohain and La Haie (2925/2926) are considered level -1. All other hexes are level 0.

Obstacles which are at an elevation level below both the target and the firer are not taken into consideration.

**Example:** if the firer is on level 1, the obstacle level 0, and the target on level 1, the obstacle does not block fire.

Without obstacle, a firer may always fire at a target at the same elevation within range.

Between two different elevation levels, a LOF exists only if between the lower elevation and the higher elevation the LOF does not cross more than one hex of higher elevation.

13.1.c Fire resolution procedure

**Procedure:**

Each stack fires as a single unit with all stacked units combining their fire capacity. **If more than one hex is firing** at a single target...
during any segment, consider all the firing hexes as one single fire group (with the worst range DRM for artillery if applicable).

A target cannot be fired at more than once per fire segment as long as it remains in the same hex. Firing units are never harmed by fire resolution. Only one fire is allowed from one hex during any segment (unless it is opportunity fire versus moving cavalry).

Place a fired marker on each hex that has fired during an offensive fire segment.

If only infantry units are firing, use the infantry fire column on the fire table. If infantry and artillery fire together, use the artillery column while taking only artillery factors into consideration.

Example: 12 SP of infantry are stacked with 3 SP of artillery. They are firing at an enemy stack. As the firing stack has artillery, only artillery points are used for fire resolution.

Note: In general, infantry fire is not adding a lot to the statistical effect of short ranged artillery fire. This is why, infantry points seem “wasted” in this case. However, in the following melee, the infantry will be quite important.

Applicable DRM:

There is a +1 DRM penalty for less than 4 infantry points (or 4 artillery points if artillery table is used) firing and -1 DRM advantage for each 10 SP of artillery firing at the same time [see “Fire table”].

Note: No more than -2 DRM may be generated with over 20 SP of firing artillery.

Artillery firing at an adjacent target gets a -1 DRM. Artillery units firing 3 or 4 hexes away apply a +1 DRM.

If the lead infantry unit is a light infantry type and the infantry fire table is used, the DR gets a -1 DRM bonus.

All these DRM are listed on the fire table. [See also the “Terrain effect chart”] for terrain effects applicable to fire.

There are 3 exceptions to the limit of one fire per hex per segment:

Exception 1: opportunity fire versus cavalry moving from EZOC to EZOC is “free” and does not count against the limit of one fire per segment.

Exception 2: for defensive fire ONLY, a hex containing both Infantry and artillery units can fire on one hex with the infantry column and on another one with artillery (the two targeted hexes must have declared melee on that same firer). Both fires have a +1 DRM in this case with one fire using the infantry table (counting all infantry factors) and another one using the artillery table (counting all artillery factors).

Note: infantry factor beside artillery on defense can be used after all...

Exception 3: for defensive fire ONLY, a stack with more than one artillery unit can fire against two hexes with a +1 DRM (but forfeit any fire with infantry and again, the two targeted hexes must have declared melee on that same firer). Apply the total artillery strength to both target hexes with a +1 DRM.

All DRM are cumulative.

13.1.d Fire result

Fire results are given by the Fire table.

Step loss(es): step losses are automatically allocated to the lead unit. If the lead unit is already eliminated by one step loss and a second has to be taken, allocate this step freely among the units within the hex fired upon (infantry or cavalry units have to be chosen before artillery units). Apply step loss(es) only after checking for any QFT (quality factor test).

Quality factor test: QFT (QFT1, QFT2): only the lead unit has to pass the test. QFT1/QFT2 are QFT DR with +1/+2 DR modifiers.

A QF test is successful if the DR is lower or equal to the QF of the tested lead unit.
An opportunity to engage in melee after opportunity/defensive fire, the original lead unit has to survive (it can lose in order to be eligible to engage in melee after opportunity/see 15 hexes, [2].

If the stack routs, every artillery unit loses automatically one 13.1.e Special rules for artillery losses:

If the stack routs, every artillery unit loses automatically one combat units then they are automatically eliminated. Artillery is considered “alone” if their accompanying infantry/cavalry unit has been just destroyed.

2 stacks of Picton's 5th Division are in 2719 and 2619. They attack together a French stack in 2620. The French stack is composed of 2 infantry units (1 line and 1 light) and 1 artillery unit. The French player decides to use the option to fire on one hex with infantry and the other hex with artillery. He chooses to fire on Picton with the artillery and on the second stack with its infantry. Both fires will have a +1 penalty to the dice in addition to other modifiers. If the French player would have decided to fire only on one attacking hex, the French would have used the artillery fire table with no die roll modifier penalty and would still have a final -1 DRM for firing at an adjacent target with artillery.

Fire resolution examples:
A stack containing 2 infantry units (the lead unit has a QF of 6) and an artillery unit are fired upon and the result is QFT1 and 1 step loss. Thus, the lead unit makes a QFT against a QF of 6. He rolls the dice and gets an 8+1 for QFT1=9. The lead unit is routed and takes a step loss. In this case, all the stack must do an initial rout (or is destroyed if initial rout movement is impossible) and the artillery unit loses one step (for routing artillery). If a 7 had been rolled, the QFT missed would have just called for an optional retreat if the stack was not adjacent to the enemy or a retreat (or step loss from the lead to cancel retreat) if the stack was adjacent to the enemy.

Another stack adjacent to the enemy containing 2 reduced infantry units (lead unit has a QF of 6) and an artillery unit (QF 7) are fired upon and the result is 2 steps losses and a QFT 2. The lead unit rolls for QFT2 and gets an 8+2=10. This is a rout as its QF is 6. Then, the steps losses eliminate both infantry units (the artillery cannot be chosen for the second step as there is a remaining infantry unit). Alone in the hex, the artillery must now rout. The artillery unit are alone and adjacent to the enemy. The rout eliminates the artillery unit.

13.2. MELEE COMBAT
Melee combat simulates close combat between adjacent enemy units.

During the melee combat declaration segment, the active player designates which enemy units/stacks will be attacked. Each attacking stack must contain at least one activated infantry or cavalry lead unit. Place a “melee declaration” counter on each attacking stack(s) pointing at the attacked hex. Several stacks can attack a single defending hex but a single stack may attack only ONE hex (no split attack).
Units stacked with routed unit(s) may not declare melee attack.

Only activated units of the phasing player may attack in melee combat. If one activated unit attack from one hex, then all other activated units in that hex must participate in the attack.

Non-activated units may not contribute to the attack even if they are in the same hex as activated units which attack. They are not affected by any opportunity/defensive fire or melee result exception for counter charge against that hex and potential retreat and rout in which they must follow. In case non-activated infantry or cavalry unit(s) is present in a attacking hex, the melee combat will have an additional +1 DRM for mixed formation [see “Melee table”].

All defending units in a hex must participate in the defense. Each hex may be attacked in melee only ONCE per activation phase.

After defensive and opportunity fire segments, stacks with a melee declaration marker on it and with a lead unit which has not been retreated/routed/eliminated or missed a QFT, are still eligible to attack. Note that a lead unit that would have taken a step loss but would have passed a QFT is still eligible to attack. As it has taken a step loss it can be replaced with another activated unit which could become the new lead unit for the attack.

Example: The French 54 and 55 Ligne declare an attack on a British hex. During the defensive fire, the result is QFT and 1 step loss. The 54 is the lead unit. It rolls 7 and pass the QFT. The 54 then lose one step. The stack is still eligible for melee combat. Losing a step is an event which allows a change of the lead unit. The French player decides to take the 55 as the lead unit for the coming melee combat. If the defensive fire result with 55 would have passed a QFT and whatever the result would have been eliminated (the QFT 2 test would have decided if the 55 would stay, retreat or rout). The 55 would have become de facto the lead unit, but as the lead unit was eliminated, this hex would not be eligible to execute the attack.

Melee combat declaration may be called off after the defensive and opportunity fire segments at the attacking player discretion.

Note: taking defensive fire is enough to “soak-off” one enemy hex fire capacity.

13.2.a Combat odds determination (relative size)

Each player adds up the SP of all infantry and cavalry units involved. This will be used to determine the DRM for relative size.

Artillery factors are never counted unless only artillery units are present (in this case, they have a combined 1 melee combat factor).

13.2.b Combat resolution

The melee combat is resolved by rolling two dice modified by the applicable DRM and applying the result according to the Melee table.

The final DRM is the addition of all the following DRM:

<table>
<thead>
<tr>
<th>DRM</th>
<th>5/1</th>
<th>4/1</th>
<th>3/1</th>
<th>2/1</th>
<th>1/1</th>
<th>2/3</th>
<th>1/2</th>
<th>1/3</th>
<th>1/5</th>
<th>1/7</th>
</tr>
</thead>
<tbody>
<tr>
<td>DRM</td>
<td>-5</td>
<td>-4</td>
<td>-3</td>
<td>-2</td>
<td>-1</td>
<td>+1</td>
<td>+2</td>
<td>+3</td>
<td>+5</td>
<td>+7</td>
</tr>
</tbody>
</table>

| 4.  | Attack versus a stack containing at least one routed unit: -2 DRM. |
| 5.  | Encircled defender: -2 DRM (Target hex is simultaneously attacked by units from 2 opposing sides or from 3 non-consecutive hexes. Not applicable for fortified farms and towns). |
| 6.  | Attack with demoralized units: +1 DRM |
| 7.  | Mixing formation penalty: +1 DRM for attacker, -1 DRM versus defenders (artillery units do not count for mixing formation). |

Add modifiers from 1 to 7 to get final DRM.

After all DRM are computed the final net DRM cannot be lower than -5 or higher than +5

13.2.c Melee result

See “Melee table”.

An “R” result indicates that ALL units (including artillery) in ONE stack will lose one step each. Apply this result ONLY AFTER possible QFT check. There is always one defending stack but there can be multiple attacking stacks. In this case, the defending player may choose which one of the attacker's stacks will take the “R” result. Remember that in attacking stacks, non activated units are immune from “R” results.

A QFT, QFT1, QFT2 result indicates that the affected side has to take a QF test with 0, +1 or +2 DRM handicap. Roll one DR per affected stack which will apply to all the units in the hex (one defending hex and/or all attacking hexes).

An unmodified DR of 12 is always a rout for the whole stack and an unmodified DR of 2 always a success.

If the combat result calls for a test for both sides, defenders tests first and apply any results to defenders first.

The lead unit of each stack is checked (all attacking stacks should see 5.2). The lead unit decides to take an additional one step loss. Remember that in attacking stacks, non activated units are immune from “R” results.

An initial rout. (Artillery units lose one step each in addition to combat result or are eliminated if there are only artillery units left in the hex) after losses have been applied.

Example: A stack with both Artillery (with 2 steps) and infantry takes a QFT1+R result. The QFT1 generates a rout. All the artillery is destroyed because they lose one step for the rout and one step for the “R”.

Example: A stack with two artillery units is attacked. The QFT result generates a rout. All artillery units are eliminated.
14. RETREAT AND ADVANCE

14.1. OPTIONAL AND MANDATORY RETREAT

Retreat is **optional** each time a lead unit which is not in contact with an enemy unit (so in case of ranged enemy artillery fire), misses a QFT by 2 or less.

Retreat is **mandatory** when under enemy fire or for melee combat resolution, a lead unit adjacent to an enemy combat unit misses a QFT by 2 or less. In this case, all units in the hex must retreat ONE hex unless the lead unit loses one additional step.

Note that if a fire or melee combat result would have eliminated the lead unit anyways, this additional step penalty has to be "paid" by another unit in the stack.

Retreat has to be done in priority toward the unit supply’s hex (hex 1019 for the French, 4213 for the Anglo allied, 3442 for the Prussians). If there is no available hex with enough stacking capacity, the retreating stack can move further until a legal hex is reached. The retreating stack retreats as one and cannot split.

If there is no available path for the retreating stack it is destroyed.

14.2. ZOC AND RETREAT/ROUT

Infantry, foot artillery and leaders units cannot retreat into EZOC unless it is already occupied by another friendly combat unit.

Cavalry and Horse artillery units can retreat into EZOC not occupied by a friendly combat unit but one unit of the retreating stack loses one step (owner’s choice).

Routed units (even cavalry units) cannot rout in EZOC even occupied by friendly units. Leaders in a routed stack must follow the stack. If the stack is eliminated because it cannot be retreated, roll for leader capture [see 20.2].

14.3. ADVANCE AFTER COMBAT

After a melee resolution, if all defenders have left their hex, the attacker:

- **Must advance all cavalry units** that participated in the attack up to the stacking limit (owning players’ choice but the lead unit must be selected if it is a cavalry unit). Two different attacking hexes may provide advancing cavalry if needed to reach the stacking limit. Pursuit may happen [see 17.3]

- **May advance only one infantry unit** (may not be a lead unit). Cavalry units will advance first and might saturate the stacking limit first.

- **Only activated leaders or commanders** in an attacking hex may decide to advance.

- **Must advance** (even non activated) leaders that would remain alone in the starting hex

Artillery (foot and horse) units never advance after combat. The defender never advances after combat.

15. INITIAL ROUT MOVE

A lead unit testing its QF and failing the modified level by MORE than 2 is considered routed together with all other units in its hex. Put a routed marker on top of routed units/stack.

Routed units have no ZOC. They cannot fire during any segment or attack in melee combat. If there is one routed unit in a stack, that stack may not declare melee combat. The lead unit cannot be a routed unit if there is a non routed, non artillery unit in the hex. Routed Cavalry cannot retreat before combat. Attacking a hex with at least one routed unit inside gets a -2 DRM on the melee DR.

Example:

A French infantry with a QF of 7 is fired upon. The result is QFT1. The unit rolls a DR to check QF. With QFT1, the unit has to do 7-1=6 or lower to pass the test. A 7 or 8 is a failure and if adjacent it must retreat (or lose one step) if not adjacent it may choose to retreat, a DR of 9 or more is a rout.

A routed unit/stack moves immediately 3 hexes away from its hex and toward its supply hex. A routed stack cannot split and must execute its initial rout as one. This initial rout path cannot enter an EZOC even if occupied by friendly units. The final hex has to be closer to the supply hex than the starting hex. If no path is available, the routed units are eliminated. Leaders and Commanders in the hex have to follow the routed units if a path is available. If no path is available and the stack is eliminated, they roll for leader capture [see 20.2].

Routed units may have to move further in order to avoid over stacking. In case of mixing between routed and non routed units in a stack, place non routed units on top on the rout marker and routed units below.

Once these initial 3 hexes rout move have been completed the routed units cannot move through the normal movement procedure until rallied and cannot be activated to move, fire or...
melee. Leaders stacked with routed units can activate, leave the hex and move normally.

**Routing contagion check for crossed hexes:**
Whenever a routing unit/stack of infantry or cavalry unit(s) moves through (and not only into) a friendly stack during the initial 3 hexes rout move, the latter has to pass a QFT. Only its lead unit performs the test and if failed by more than 2, the whole stack also routs and executes a 3 hexes initial rout move. There is only one routing contagion check per segment per stack even if several routed stacks passed through a single hex and could have triggered more routing contagion checks.

**16. ROUT PHASE**
During the rout phase at the end of a turn, all units from both sides under a rout marker perform a special rout move (French player first). Routed units move at their normal movement allowance (so a stack with different kinds of units might split in this phase) and have to comply with stacking limit at the end of their move.

There is no routing contagion check triggered during that phase and routed units may move through or into non routed stacks.

They have to move toward their supply hex, through the fastest route. If they are able to enter the supply hex, remove them from play, they are eliminated. They will count at 50% of the victory points awarded for units eliminated.

*Note:* Players might put these units upside down on the unit displays in order to record the fact that they were not fully destroyed.

**17. CAVALRY SPECIAL RULES**

**17.1. COUNTER CHARGE**

There are two kinds of counter charge for cavalry units. One is used against adjacent attacking units in place of opportunity fire (the cavalry has not been targeted in melee combat and is adjacent to an enemy stack which has declared melee combat versus another hex). The other is used against enemy cavalry which try to move from ZOC to ZOC of the same cavalry unit(s) and give them an opportunity to counter charge. If one stack decides to counter charge, all available cavalry in the stack must commit. If the counter charging units are routed, all units in their initial hex will do an initial rout with them.

In both cases the counter charging units have to pass a QFT [DR<= QF] (use the lead unit QF of the counter charging stack or the best QF among cavalry units in the hex if the lead unit is infantry) in order to be allowed to proceed to the counter charge. If they miss (even by more than 2) there is no other effect than a failure to perform a counter charge.

If the test is passed, select one lead unit among the counter charging cavalry.

**17.1.a Versus adjacent activated units:**

When an enemy hex contains cavalry unit(s) qualifying for opportunity fire, then the cavalry units may counter charge [see 13.1.a].

The counter charge will be executed instead of opportunity fire (so if both infantry and cavalry are stacked together and qualify for opportunity fire, only one option is available). In this case, the counter charge is resolved as a melee combat between the counter charging cavalry and the one hex containing the activated enemy unit(s). There is no defensive fire from the enemy hex and no enemy opportunity fire triggered by this counter charge. All melee combat rules apply but only cavalry units, commanders and eligible leader can participate versus all units of the counter charged unit.

Only one counter charge can be launched from one hex in a given segment. If several hexes are allowed to counter charge a single attacking hex, it is resolved as one melee combat.

*Example:*

2 stacks of Picton's 5th Division in 2619 and 2619 declare melee attack on a French stack in 2620. But there is a stack of Milhaud heavy cavalry in 2519. As nobody is attacking the cavalry, it can make a counter charge against the stack in 2619 which will not even be able to use defensive fire against the French horses. Whatever would be the result, the French stack in 2620 can still use its defensive fire if attackers remain after the counter charge.

**17.1.b Versus enemy moving cavalry**

When an enemy activated cavalry moves from ZOC to ZOC of same cavalry unit(s), they may counter charge in the second hex.

Resolve immediately as a normal melee combat with the counter charging units as the "attacker". There is no limit to the number of counter charges that can be triggered this way.

In both cases, normal advance after combat rules apply for victorious cavalry that have counter charged but no pursuit can be executed after a counter charge [see 17.3].

**17.2. CAVALRY RETREAT BEFORE COMBAT**

Cavalry retreat before combat can happen in two instances:

- if a unit/stack without cavalry unit moves adjacent to a stack containing only non routed cavalry and/or horse artillery units which was not previously adjacent to an enemy combat unit. The decision is taken immediately when the infantry stack comes adjacent.

- if a stack containing only non routed cavalry and/or horse artillery units is attacked by a force without cavalry. This decision is taken immediately after melee declaration and before opportunity fire/defensive fire (which they will not be able to do if they opt for retreat before combat as retreat takes place before).

Cavalry and horse artillery retreat before combat is automatic and the retreating cavalry/horse artillery units must retreat two hexes away (apply the normal Retreat rules [see 14] but for two hexes instead of one). If retreat is impossible, the units cannot use the retreat before combat option. Note that cavalry and horse artillery units can retreat before combat into EZOC with a one step penalty per EZOC entered.
Then, roll a QFT DR for each stack that has retreated before combat (use the lead unit QFT with +1 DRM if horse artillery is present in the retreating stack)

- If passed or missed <=2: no effect.
- If miss>2: all cavalry units do an initial rout from the hex they have retreated (horse artillery loses one step while routing).

The units that declared melee against the retreating cavalry may advance into the hex under the provision of advance after combat. They cannot declare another melee during this activation phase. The stack that generates the cavalry retreat while moving adjacent may continue movement and potentially create another retreat before combat on the same stack two hexes further away.

### 17.3. CAVALRY PURSUIT

When a cavalry unit or stack advances after combat, the lead unit (or the best QF cavalry unit if the lead unit is infantry) makes a QFT. If successful, the active player may choose to perform a pursuit combat. If failed, the stack MUST perform a pursuit combat. This pursuit melee combat is executed during the cavalry pursuit segment after all initial melees have been resolved. If several pursuits are generated, the active player decides which one to resolve first. The advancing cavalry (only) may attack any one enemy hex adjacent to it. **There is no combined attack option.** All eligible opportunity fires/countercharge and defensives fires are resolved as normal before this new melee combat.

There is no additional cavalry pursuit segment even if one cavalry stack advances after combat again.

### 18. SPECIAL RULES

#### 18.1. TACTICAL CARDS

At the beginning of the game, after sides have been decided, put all the tactical cards visible to both players.

The French player choose one first, then each side alternates (Anglo-allied and Prussian are one side) until all tactical cards have been chosen.

**Each side can play up to one tactical card per turn.** Each tactical card has a special effect that is applied immediately. Each time a card is played it is given to the other player that will have the option to use it from the **following game turn.** One player is never forced to play a card and therefore can "freeze" the use of any card by just keeping it unplayed. Cards take precedence over the rules (for example, the last push allows you to activate three times a formation during a turn).

There are 10 different and unique tactical cards.

**Example:** At the beginning of the game, the players draw the tactical cards. French player goes first and chooses #8 (no more ammo), then the Allied player chooses #1 (Avoid fate) and so on until all 10 cards are allocated. Then during play when the French attack Hougoumont, he rolls a very lucky "2". The Allied player decides to play "avoid fate" and a new DR has to be made. The "Avoid fate" card is given to the French player. It cannot be played again this turn. The Allied player cannot play any other card in his hand for the turn.

#### 18.2. BRITISH ARTILLERY RESERVE

Two artillery units of the Anglo-Allied army are independent units, (artillery reserve - marked “Res”). They are automatically activated (even if located beyond Wellington's command range) when Wellington is activated. They can fire and move freely as in an independent move but with their full movement potential.

### 18.3. FRENCH GUARD INFANTRY ROUT PANIC

If any infantry unit from the French imperial guard excluding the units from the “Jeune garde” (JG division) are routed at any time, all others French stacks within 3 hexes of their starting hex have to pass a QFT test immediately. This penalty can happen several times in the game if the conditions are met. There is no additional impact if another French Guard infantry routes because of this special QFT (no snowballing effect).

This rule does not apply if the French controls at least 4 of the five following locations: Plancenoit church, Hougoumont, La Haye Sainte, Papelotte and Mont S' Jean at the instant the rout happens (No panic into victory).

### 19. MORALE

If a formation has lost over 50% of its units (in number of units, leader counts for two) it is considered demoralized. Do not count reduced or on map routed units but only eliminated units (units eliminated from play during the game and routed units that have reached their supply hex). In this case, all rally attempts for units of this formation suffer from a +3 DRM and all melee attacks from this formation suffer from a +1DRM. All units from a demoralized formation lose 1MP from their MP allowance.

**Note:** We suggest players to place any destroyed unit on the order of battle display to have a quick view of each formation’s proportion of losses.

### 20. SPECIAL EVENTS

#### 20.1. FIRE/MELEE EVENTS

Random Special Events are triggered by specific (unmodified or “natural”) DR of 2 and/or 12 when firing or resolving melee combat.

- **Fire resolution:** on an unmodified DR of 2, there is a chance that a leader if present in the hex being targeted might be wounded or killed.
- **Melee resolution:** on an unmodified DR of 2 (defender affected) or 12 (attacker affected), there is a chance that a leader (if present) might by wounded/killed or that a flag has been captured.

When such a DR happens, immediately before resolving the fire or combat effect, roll another DR and consult “Random Special Events table”:

<table>
<thead>
<tr>
<th>Random event DR</th>
<th>Trigger: 2 on a Fire DR</th>
<th>Trigger: 2 or 12 on a Melee DR</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Leader killed</td>
<td>Leader killed + Flag capture</td>
</tr>
<tr>
<td>3</td>
<td>Leader killed</td>
<td>Leader killed</td>
</tr>
<tr>
<td>4</td>
<td>Leader wounded</td>
<td>Leader wounded + Flag capture</td>
</tr>
<tr>
<td>5</td>
<td>Leader wounded</td>
<td>Leader wounded</td>
</tr>
<tr>
<td>6</td>
<td>No effect</td>
<td>Leader wounded</td>
</tr>
<tr>
<td>7</td>
<td>No effect</td>
<td>Flag capture</td>
</tr>
<tr>
<td>8+</td>
<td>No effect</td>
<td>No effect</td>
</tr>
</tbody>
</table>

**Note:** Only one leader in hex is affected. Select in priority one leader used to affect QF in combat. Otherwise random selection.
Effect of leader casualty: A wounded / killed leader counter is marked with a “wound” or “killed” marker (only severe wounds are taken into account and in both cases the leader will not be able to operate for the day). The only difference will be a lower level of victory points awarded to the enemy for a wounded leader versus a killed or captured leader (see each scenario Victory in Playbook).

Effect of flag capture: The numbers of “trophies” are taken into account by each side and yield victory points. Players might use flags markers to account for flag capture.

Flag capture after unit elimination: when a routed unit is destroyed in melee combat (directly by losses or because of retreat in EZOC).

In this case, roll one DR for EACH infantry or cavalry unit eliminated. One flag is captured for a DR equal or below 3(subtract 2 to the DR if the routed units are not stacked or adjacent to any one non routed unit from their side at the instant of their destruction).

20.2. LEADER CAPTURE

Stack elimination: whenever a leader is left alone after ALL units have been eliminated (by combat or because unable to retreat), there is a chance of capture. Roll an initiative DR for that leader with a +2 DRM. If the initiative roll fails, the leader is captured. If it succeeds, place the leader into the nearest hex containing non routed friendly units.

Alone in one hex: whenever a moving enemy unit enters a hex occupied by a leader alone, there is a chance of capture. Roll an initiative DR for the leader.

• Success: place the leader to the nearest non routed friendly stack.
• Failure: leader captured.

Use a “captured” marker on a leader that has been just capture and put its counter (which simulates now his staff and second officer) on the nearest friendly stack.

21. WEATHER

By default, weather conditions are fair and the all the rules apply without weather impact. Specific cards or scenario options may also affect weather conditions.

- If ground condition is “mud”:
  - all units have their movement factor reduced by 1.
  - all artillery fires (except for adjacent target) get an additional +1DRM.

- If weather condition is “storm”:
  - end of turn levels are decreased by 1.
  - all artillery fires get an additional +1DRM (except for adjacent fire and not cumulative with mud if mud condition already exists)
  - cavalry melee combat never get a -1 DRM for attacking in the open.

- If there is two consecutive turns of storm or more than 3 turns of storm in a day, mud condition will happen for the next 5 turns.

22. FOG OF WAR

22.1. STACK INSPECTION

(TACTICAL FOG OF WAR)

The opponent cannot fully inspect enemy stacks. Only leaders, artillery units and the lead unit can be examined by the opponent player unless the opponent has combat units adjacent at the beginning of any segment.

- OPTIONAL RULES -

22.2. ON BOARD UNITS

(STRATEGIC FOG OF WAR)

This option requires an «honor» system as the other player will not be able to verify the legality of all moves.

If this option is used, any formation is only represented on board by his officer's counter flipped over in order to hide their identity. This counter moves at the speed of the slowest unit in the formation (and use the terrain cost for this slowest unit). All other rules apply.

Both players can use up to 3 “decoys” counters showing a flag per formation which is using the strategic fog of war (up to the countermix limit). As soon as an enemy unit could theoretically have a line of fire at 7 hexes range at a flipped counter, it is revealed. If it is a decoy counter remove it from the hex. It may be placed below another flipped over counter. If it is a formation leader, place at least one unit from that formation in the hex and all the other units from that formation within four hexes of the spotted hex and no nearer to any enemy units than the just spotted hex. The formation's leader is now visible to all.

Commanders may also be placed face down and 3 decoys flags can be used to confuse the placement of the real commander. Commanders may move up to 10MP. Decoys may move up to 10MP per activation phase but a player may decide to move them at the speed of the units they wish to replicate. Up to three decoys may move each time a formation is activated and move without revealing its identity.

23. FACING

Note: facing is not explicitly simulated in the game. We believed that QF and DR are simulating what each regiment/battalion officer is choosing. Also, the encircled DRM take into consideration the weakness of a unit surrounded by enemies. However for players willing to simulate this, apply the following rules changes:

The encirclement DRM no longer applies. There is one facing per hex, indicated by the combat unit on the top of the stack. There are four “front” hexes and 2 “rear” hex. When a unit is attacked in melee combat from a “rear” hex, there is a -2 DRM to the melee combat (not cumulative if attacked from both rear hexes).

Artillery units that fire from their “rear” hex have a +2 DRM to the fire DR. Infantry units that fire from their “rear” hex have +1DRM to fire.

Target hexes which are fired from the rear hexes have a -1 DRM. Facing can be changed whenever a stack can move or advance. If only routed units are in a hex, they have only rear hexes in all directions.
Napoléon, opening moves, 13th June 1815