

HORSE AND MUSKET NAPOLEONIC PERIOD WARGAME RULES



THE INTELLIGENT WARGAMES TABLE



INTRODUCTION

In this, the second game release from Valkyrx Gaming, we take you back over 200 years to the age of Napoleon. A period in which Europe was in turmoil and all the major powers were involved in the struggle. It was a period of parade ground manoeuvres on the battlefield and of great spectacle. Cavalry, infantry and artillery combining to gain tactical advantage. Highly coloured uniforms, outstanding bravery, and not least the presence of perhaps the greatest military strategist the world has ever seen - Napoleon Bonaparte.

Here we offer the opportunity to re-fight the major battles of the period. Our Intelligent War Game Table (IWGT) modules can be combined to create huge battlefields in excess of 500 sq ft. Here is the opportunity to re-fight Waterloo with over 12,000 miniatures on a scale battlefield, in real time. Are you up to the challenge? Are you able to fill Wellington's boots, or is Napoleon's bicorne hat the perfect fit? Your army awaits its leader.



Napoleon Bonaparte



The Duke of Wellington

THE INTELLIGENT WAR GAME TABLE

Tabletop gamers form a broad church with an eclectic mix of tastes, styles and opinions. Some of our more competitive brethren seek to demonstrate their tactical brilliance against a similarly motivated opponent whilst others, of a gentler disposition, prioritise painting and displaying their miniatures above victory at all costs. This variety enriches our hobby rather than diminishes it and can be a catalyst for innovation.

The development of the Intelligent War Game Table (IWGT) was driven by a desire to create a true-to-life battle simulation using miniatures on the tabletop. This statement may puzzle those who consider that their 250 page rule set already delivers this.

In our opinion some table top wargame rules do offer sufficient detail to cover a majority of real life situations on the battlefield. However, this complexity takes inordinate amounts of time to administer and paradoxically creates a seemingly insurmountable barrier to realism i.e. the relationship between "game time" and "real time" is sacrificed. A game that takes 45 minutes to execute a turn that represents 5 minutes of action on the table can never, in truth, offer a realistic simulation of real life. This slow motion unfolding of the battle provides solace to the pedestrian commander and serves to handicap the more able. The pressure of real time game play is the only true test of your generalship. Do we sacrifice realism through the use of oversimplified rules, or by accepting the dichotomy between real time and game time? Either way we do not get a true-to-life simulation.

To deliver the "holy grail" of a complex game that can be played in real time we needed to define the role of the player as a commander. Taking The Duke Of Wellington as an example of a pro-active battlefield C in C we considered the sphere of influence our player should have. Even though Wellington was undoubtedly "hands-on" it was clearly not possible for him to micro-manage, at company level, his entire army of 70,000 men. Thus, while a player on the IWGT can direct the movement of his battalions decisions such as target and ammunition selection by artillery are delegated to the units concerned i.e. the system takes on the role of the junior officers. An infantry unit may, for instance, automatically form square if threatened by cavalry. Artillery crews may

take refuge with friendly infantry without specific orders from the player to do so. The system calculates the ammunition expenditure and casualties of individual infantry units. The rules are complex, but the player is not required to use look-up tables, throw dice, calculate combat outcomes, or to keep score! The bean counting is done by the system. You are concerned only with command, not computation.

Of course, there are a few compromises in pursuit of delivering real-time game play using model soldiers.

Miniatures are presented on bases in a fixed formation of rank and file representing one, or more, infantry battalions. Although a variety of formations can be adopted e.g. skirmish order, column, line and square the presentation of the physical unit on the table is unchanged. However, the player can see the formation adopted via his touch screen. This approach has been adopted to facilitate the movement of thousands of miniatures in a tight time window. With a view to managing this huge multi-player game we have also, in some cases, merged divisions under a single Divisional Commander. See the full Order of Battle in the Appendix.

The following pages represent a player's guide to our Napoleonic wargame on the IWGT. We will tell you how to command your army and how to check the condition of individual units. We will explain the consequences that follow certain actions. Although we will broadly outline the basis for our calculations we do not include our formulae, or algorithms, nor the multitude of look-up tables. They are vital to the game, but irrelevant to the player. The game will ultimately be judged by its playability and the degree to which it delivers a true-to-life battle simulation.

We encourage you to play before you judge. Feedback is always welcome and the game can be refined further if there are opportunities to make it even better. In our opinion it is an experience not to be missed.

1) BATTLEFIELD SCALE

The table is scaled at 1/1000 (1mm = 1m).

We use 10mm scale miniatures, with one figure representing circa 18 men. The game is typically based around "battalion" sized units. A typical British battalion can be represented by around 32 miniatures. Often more than one battalion is represented on a base. The footprint of the base represents the amount of space the unit occupies at 1/1000 scale. Generals and other leadership figures are represented on a 1 to 1 basis. Note: the IWGT will recognise the actual battalion strength as it was on the day of battle, not on the number of representative miniatures used. See the Order of Battle in the Appendix.



Our Waterloo battlefield covers an area of 26 sq kilometres at a scale of 1:1000

2) GAME SEQUENCE

We have adopted the convention of players moving their armies in turn for two reasons. Firstly, it is what players are used to doing. Secondly, it avoids players changing their mind mid-move in reaction to what their opponent does. Simultaneous movement can lead to arguments.

The game is divided into real time turns designed to average circa 5 minutes duration.

A "turn" comprises

- Player 1 movement (2 minutes)
- Player 2 movement (2 minutes)

- Combat and Reporting (1 minute)

Movement includes compulsory movements and voluntary movements.

3) TROOP TYPES

In broad terms there are three main sections in a Napoleonic army. Infantry, Cavalry and Artillery. Infantry are broadly identified as regular (professional), or irregular (conscript). Within the professional ranks there are elite units e.g. guards. Cavalry are also regular, or irregular. They are also designated as "Heavy", or "Light".

Artillery units typically have cannon and howitzers. Successful tactics involve the careful co-ordination of the three "arms". Cavalry renders the enemy infantry immobile by forcing it into a protective formation known as a square. This allows friendly artillery and infantry to assault the infantry in this vulnerable state. As "Sharpe" author Bernard Cornwell describes it in his non-fiction book "Waterloo" it is similar to a game of rock, paper, scissors.

4) FORMATIONS

Infantry units can adopt the following formations: Line, Column and Square. Units can also release their light company in a skirmish role, whilst specialist units can adopt skirmish order in their entirety. Formation changes are made via the touch screen. **It takes one movement turn to change formation.** Note that specialist formations such as "mixed order" (a mix of column and line) can be replicated at brigade, or divisional, level by organising individual units appropriately. Mixed order cannot be adopted at battalion level.

If the unit is attacked while changing formation it takes double normal casualties, but cannot retaliate that turn.

Infantry starts the game in column formation.

5) MOVEMENT AND TIME

Each turn represents 5 minutes of battlefield time. A typical foot soldier in column can march at an average speed of up to 5.5 kph (3.4 mph). Thus, in 5 minutes and perfect conditions he can travel around 460m. This is based on 120 paces per minute at 30" per pace (as per period drill manuals). At a scale of 1/1000 he can travel about 460mm, or three movement cells. Thus, the relationship between scale and time has been carefully crafted to produce a "true-to-life" game situation. Opposing sides take it in turns to move their armies. Of course, on the battlefield difficult terrain and other obstacles rarely allow a parade ground speed of movement. Thus, areas of our battlefield will offer impediments to movement to produce a more realistic rate of progress. D'Erlon's advance on Wellington's line clearly demonstrated the impediments to movement at Waterloo where his division took over 20 minutes to travel a few hundred metres. Keeping good order while advancing over boggy ground under fire is a task far removed from the parade ground.

Players have a maximum of two minutes **each** to execute their move. To this total of four minutes is added up to 1 minute to resolve combat outcomes and for reporting. It is anticipated, over the duration of a battle, that an hour of battlefield time will approximate an hour of real time. Depending on the mobility of the unit concerned each will be permitted to move a certain maximum of hexagonal cells. At the start of a player's movement phase his units will light to identify which are allowed to move and those denied movement. Inability to move may be due to a change of formation, limbering, or unlimbering artillery, distance from the Divisional Command, or poor morale. The cell light will extinguish as soon as the unit has moved its maximum allowed movement for the turn. A unit which exceeds its Movement Allowance will light red indicating an "illegal move" and its position must be corrected. The permitted movement for each unit type is noted in the Unit Attribute Table and on the player's table based touch screen.

Charge Moves

Only cavalry units may "charge" and are given an additional Movement Allowance of +1 cell should they need this bonus to make contact with the enemy.

The Unit Attributes Table may show the movement of a unit as 6/7, or 7/8 etc. The first number represents the standard maximum movement a unit can sustain every turn. The second is the permitted maximum number of cells a unit can move at "charge" speed.

Flank Attacks

A unit is deemed to be attacked in the flank, or rear, if two, or more, enemy units occupy two different cells adjacent to the unit being attacked; providing the attacking units are not themselves adjacent to each other (a third enemy unit may be positioned between them). A flank attack will not only give the target unit more enemies to fight, but there is a negative effect on morale. If the flanked unit is also heavily outnumbered the penalty modifier for this is also added.

Prohibited Moves

Generally it is not permissible for a player to move through an enemy occupied cell, or to take a path through a cell adjacent to one occupied by an enemy without engagement. However, cavalry and infantry can pass through the following units because of the relatively small amount of "real estate" the obstructing unit occupies. This is achieved by "jumping over" the unit concerned to be positioned in the cell adjacent on the other side of the unit.

Passing Through Friendly Units

- Cavalry and infantry can pass through friendly artillery and friendly infantry squares. They can move adjacent to the unit and "jump over" it to the adjacent cell on the other side providing the entire move is within their Movement Allowance. No further movement of the cavalry, or infantry, unit concerned is permitted that turn once it is positioned on the other side of the artillery/infantry square. The unit is disorganised once it has passed through the unit.

Hints & Tips

Go around artillery rather than passing through it if you can. If you pass through it you will be temporarily stalled and disorganised. In addition you are blocking the line of sight of the artillery preventing it from firing.

Passing Through Enemy Units

- Cavalry and infantry can pass through enemy artillery where the crew has abandoned the guns to embed in a friendly infantry square. Process as above.

- Cavalry and infantry can pass through enemy infantry squares. Process as above.

Note: if the Movement Allowance is sufficient cavalry and infantry can pass through up to two enemy units positioned "two deep" that are blocking their path. Process as above. Note: only artillery abandoned by its crew and infantry in square can be passed through.

Hints & Tips

Cavalry can do little harm to enemy infantry in square formation so take the opportunity to pass through it if there is a more vulnerable enemy unit beyond.

Compulsory and Restricted Moves

Each turn a player usually has a free choice to move any, or all, his units up to the maximum number of cells indicated in the Unit Attributes Table, subject to movement inhibitors and penalties. In certain circumstances, the player's discretion is taken away.

Movement Restrictions may be applied in the following circumstances:

- i) Hills and difficult terrain will reduce movement
- ii) If the Divisional Commander is more than 7 cells distance (1000 m) from a unit under his command it may become "uncertain" and not move.
- iii) A unit that has suffered casualties in the previous turn may refuse to advance next turn. It can retreat.
- iv) Infantry that stops to fire before attempting to close on the enemy may "stall" in its advance and refuse to move forward the following turn.
- v) Cavalry, or infantry, advancing to contact with enemy artillery will be subject to a "Courage Test" to see if they can successfully charge home.
- vi) A unit engaged in close combat will not be able to move away in the first turn that contact is made.
- vii) An infantry square offering sanctuary to artillery crews will not be able to move away from the guns the crew abandoned.
- viii) A unit which is deemed to be in a "weakened", or "critical" state due to attrition and/or morale factors cannot advance towards the enemy.
- ix) A "broken" unit will flash red to show it must be removed from the table. Broken cavalry and infantry units can be rallied and returned to the table at a time and place determined by the umpire. Routed artillery units cannot be rallied as the guns are deemed to be abandoned.
- x) The Duke of Cumberland Hussars represent a special case due to their cowardly behaviour at Waterloo. They start the game in a "weakened" state and will refuse to advance closer to the enemy. The usual cell lighting indicating their weakened status is hidden.



The Duke of Cumberland Hussars

Composed of wealthy Hanoverian gentlemen they repeatedly refused to advance and fled the field. Their commanding officer Lt Colonel Hake was dismissed the service in disgrace.

xi) Disorganised units will have reduced Movement Allowance.

xii) Changing formation of an infantry unit takes one turn and any other movement that turn is forfeit.

xiii) Limbering, or un-limbering, artillery takes one turn and any other movement that turn is forfeit.

Hints & Tips

You can reduce the chances of your units being denied movement in the turn by keeping your Divisional Commander within 7 cells (1000m) of the units under him. Improve the chances of your infantry advancing to contact with the enemy by not stopping to fire during the advance (avoiding the "stalled advance"). Columns move at a greater speed and have advantages when advancing to contact with line, or square.



Napoleon visits La Belle Alliance

Forming Square

Infantry units have the option of forming square. This can be instructed via the player's touch screen during the movement phase. There are certain circumstances where the unit will automatically form square if threatened by cavalry. If the infantry are designated to move first in the turn and decline to do so they will automatically form square if enemy cavalry move to contact. This avoids the infantry having to make premature decisions if cavalry are within charge range. If the infantry move second in the turn the player can use the touch screen to change formation if cavalry close to contact. To assist an opponent in recognising an infantry unit is in square it will light during the opponent's movement phase.

Hints & Tips

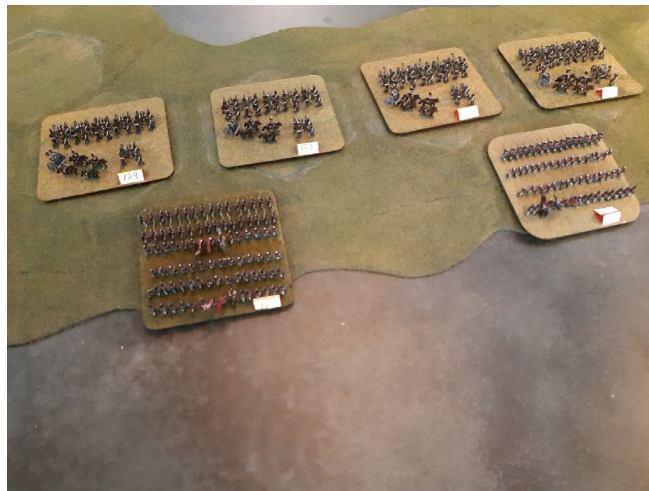
If your team is moving first in the turn be aware of enemy cavalry within charge range of your infantry. If you choose to move you will forfeit the opportunity to automatically form square should enemy cavalry move to contact. Do not form square prematurely just because cavalry are threatening, but do view the situation with caution. It's prudent not to move so that your infantry can form square if necessary. If you are moving second in the turn you will have the opportunity to form square using the touch screen.

Artillery crews can abandon their guns and seek sanctuary in an adjacent infantry square. This can be instructed via the player's touch screen during the movement phase. There are certain circumstances where the crew will automatically embed with friendly infantry if threatened by cavalry. If the artillery unit is designated to move first in the turn and decline to do so they will automatically take sanctuary in the infantry square if cavalry move into contact. This avoids the artillery making the premature decision to abandon the guns if cavalry are within charge range. If the guns move second in the turn the player can use the touch screen to embed the crew if cavalry close to contact. The crew can be returned to the guns in a following turn via the touch screen button. Note that an infantry square can offer sanctuary to more than one crew providing the artillery units are all adjacent to the infantry unit.

To assist an opponent in recognising the status of an artillery unit it will light during the opponent's movement phase to show when it is limbered, or abandoned. This indicates its reduced threat.

Hints & Tips

To protect your artillery crews consider placing a friendly infantry unit in square formation adjacent to the battery. If your team is moving first in the turn be aware of enemy cavalry within charge range of your artillery. Providing you have not moved in the turn your artillery crew will automatically take refuge in the square should enemy cavalry move to contact. This give the opportunity for your artillery to keep firing, but to automatically retreat as necessary. If you are moving second in the turn you will have the opportunity to embed the crew using the touch screen.



Positioning infantry adjacent to artillery gives crews the opportunity to temporarily abandon guns and seek safety with the infantry if they adopt square formation

Disorganisation

A unit becomes disorganised when:

- It is "shaken"(weakened), or "very shaken" (critical)
- It has broken off close combat from the previous turn
- Cavalry, or infantry, have passed through a cell occupied by another unit.

A disorganised infantry unit will be re-formed if it does not move, or fight, for one turn. Units that are "shaken", or "very shaken" remain disorganised until their morale recovers sufficiently to change their status.

Cavalry (especially British) are notorious for losing control once they have made contact with the enemy. We deem that at the conclusion of close combat all cavalry is disorganised. French cavalry requires two turns to re-organise (remain stationary and no combat for two turns). The British four turns.



*The Union Brigade totalled 1,332 heavy cavalry.
Devastated D'Erlon's division and reached Napoleon's
Grand Battery before being countered by French lancers*

A cavalry unit will not be deemed "disorganised" if it can engage in an unbroken chain of successive close combats with enemy units e.g. If on breaking off close combat with an enemy unit it can re-engage (in close combat) with the original enemy unit, or any other enemy unit, the following movement turn then it will not be subject to the usual penalties of disorganisation. The attacker's "blood is up" and there is a level of aggression which overcomes any thought of danger, or disorder. Of course, it can choose not to re-engage and is then deemed in disorder requiring re-organisation.

The unit's touch screen card shows a cross (as opposed to a tick) to indicate disorganisation.

Penalties of Disorganisation

A disorganised unit suffers reduced mobility and diminished combat capability.

6) ORDERS AND COMMAND

Real life battles are often won by good fortune, an unexpected event, an incorrect reading of the tactical situation, mistaken identity, or a misinterpreted order. Our game must not be as clinical as chess. The player must find that moving his unit precisely where, and when, he wants is not always possible. Imagine an army of 75,000 men spread over a number of square miles, with a command hierarchy from the C in C through Corps, Division, Brigade and Battalion. What is the time lag from when an order is issued to when it is received, and indeed to when a received order is actually executed? Allowing for these delays is necessary if we are to create a realistic true to life battle simulation .

Players must "read" the situation as it develops and anticipate potential remedies to problems before they are clearly evident. Our Napoleonic game is best played with multiple players on each team. For practical purposes, and the smooth execution of play, we recommend a maximum of 20-25 units (bases) under the command of a single player.

TYPES OF ORDER

There are fundamentally two types of order

A) Player to Player

With multi-player teams one player will be nominated as the Commander-in-Chief (C in C). Other players will take subordinate roles as Divisional Commanders.

Orders and messages can be passed from any player to any other player using hand written messages only. No verbal communication is permitted unless the nominated game pieces representing the players are in adjacent movement cells. It is game protocol that Divisional Commanders should be situated with their respective commands. The C in C should travel to meet with Divisional Commanders in the field if verbal communication is required. It is considered "bad form" to station Divisional Commanders permanently with the C in C to facilitate ongoing verbal exchanges.

General Orders (Waterloo Game Set-up)

In preparation for starting the battle the respective teams will each be given 15 minutes independently to view the table. British and Allies first, followed by the French. The teams will each be presented with a map of the battlefield with accompanying notes identifying key infrastructure features and offering an appraisal of the prevailing ground conditions.

Each team will then have a 30 minute meeting to agree the disposition of their forces on the table. This represents a pre-engagement gathering of all the senior general officers with their Commander-in-Chief to discuss and agree starting positions. This will probably be done verbally, but can be supported by written instructions.

The British and Allies will then be allowed 15 minutes to place their army on the table. They are permitted to occupy any buildings including Hougoumont and any other buildings North of this. All other units cannot be placed South of Wellington's ridge. Any units that are positioned behind the ridge are deemed to be hidden from the French and are not required to be placed on the table at game start. However, their planned position must be clearly stated to the umpires and the units concerned must be placed on the table in the planned position when they are required to reveal themselves.



Hougoumont Chateau and Farm

Hidden units to the North East of La Haie Saint **must** be revealed using the "Add Troops" function as soon as a French unit either ascends Wellington's ridge, to the East of the farmhouse, or penetrates further North of this.



La Haie Sainte

Hidden units to the North West of La Haie Sainte **must** be revealed as soon as a French unit either ascends Wellington's ridge, to the West of the farmhouse, or penetrates further North of this.

Alternatively, the British/Allies can reveal hidden units at any time before being compelled to do so and this is necessary if players want to move these units to new positions.

The French are then given 15 minutes to place their units on the table at game start in accordance with their previously agreed starting positions. The French are obliged to place all their units on the table with the exception of the Imperial Guard if they are positioned behind Napoleon's ridge. The Guard must be revealed if any Allied unit ascends Napoleon's ridge, or penetrates South of this.

"Hidden" units must be revealed at the discretion of the umpire.

The Prussian IV Corps and the French III & IV Corps under Grouchy are not on the table at game start.

The Prussians, or French forces under Grouchy, may appear on the Eastern edge of the table at a time determined randomly, or in accordance with the outcome of a supplementary map based strategy game, or at the discretion of the umpire.

N.B. To facilitate the occupation of buildings a representative French unit will need to be placed on the table so the game can be activated.

General Orders (During Game)

Once the game has started verbal communication of **orders** is not permitted between players unless the command bases representing the players concerned are in adjacent cells. Conveying orders by the art of dance, or mime, is also discouraged. However, discrete conversations between players and umpires is permitted, as are "social exchanges" between players. The execution of a previously issued order that is contingent on a table based event e.g. "Move your division to the right flank if I withdraw from Hougoumont" is perfectly acceptable, as long as it is not accompanied by frenzied non-verbal communication by the C in C should the order not be acted upon. In short, the integrity of the game relies on players respecting the protocol. We are all gentlemen after all.

Commanders (C in C and Divisional) can hand write messages to one another at any time and of any length. Message writing is, self-evidently, done in real time.

The message must identify the Commanders who are the intended recipients and the name of the sender.

The message is then handed to the umpire who will do the following:

- i) Note the time he received it.
- ii) Estimate the distance between the C in C and the intended recipient
- iii) Estimate the time it will take for an aide-de-camp to deliver the message at a speed of 5 minutes per table metre (1 kilometer in scale). The umpire may use his discretion to extend, or shorten, the time taken if the intended recipient moves, or can declare the message undeliverable if the recipient cannot be reached at all. To add a degree of jeopardy there is a 25% chance the message will be delayed (taking twice the time) and a 5% chance it will be lost. If the message is delayed, or lost, the umpire will not reveal this to the players concerned. Delay, or loss, will have to be considered as possible reasons as to why an order has not been acted upon.
- iv) At the appropriate time the umpire will deliver the message to the intended recipient without comment. The recipient must interpret the order from the written message. He cannot ask for clarification verbally

unless his command base is adjacent to the sender.

Note: Once sent a message cannot be recalled. It can, however, be countermanded by a subsequent order. Commanders may be well advised to put the time of issue on each order just in case they are delivered out of sequence.

B) Player to the playing pieces under his control

The Divisional Commander has total authority to move the units under his command as he sees fit subject to the restrictions noted in Section 5 above. In this sense he is, to an extent, taking on the dual role of Divisional Commander and unit commander. He has the power to change formation and to order the limbering, or unlimbering, of artillery. Target selection and combat outcomes are handled by the system.

Embedding Commanders with Friendly Units

Command figures occupy their own intelligent base. This provides the means for independent movement around the table with a movement allowance of up to 6 cells per turn. Of course, as an independent unit they are very weak and vulnerable to attack. They cannot be subject to missile fire when operating independently, but can be subject to close combat (albeit not with an enemy commander). If close combat occurs they will become prisoners and are out of the fight. To provide commanders with some degree of protection, and to reflect a true-to-life situation, we permit command figures to be "hosted" within a friendly unit. This is performed by moving adjacent to a friendly unit and then lifting the command figure off the table. The locate button on the Commander's touch-screen ID card will reveal the unit he has joined. Commanders may leave the hosting unit by being placed back on the table in an adjacent cell. When a Commander joins another unit that unit is denied further movement that turn (This is to avoid the opportunity of a double move within the turn whereby a commander travels his full move to a friendly unit who then travel their full move, effectively allowing the commander to travel at 2 x his normal Movement Allowance). On leaving the unit the commander cannot move further that turn for similar reasons.

Each Divisional Commander will have two subordinates. A Divisional Commander who is "hosted" by a friendly unit which suffers casualties in

the turn may, himself, become a casualty. If all three generals on the command base are killed, or captured, the player can continue to manage his division, but the absence of the senior commanders may impair its performance.

Hints & Tips

Do not expose your Divisional Commander, or Commander-in-Chief, to close combat with the enemy. They will be killed, or captured. Embed them with friendly infantry, or cavalry. Using cavalry as the hosting unit will give your commander greater mobility, but they are less robust than infantry.

7) TERRAIN FEATURES AND BUILDINGS

Some cells will contain hazards, or obstructions which can affect the speed a unit can move. Units cannot cross rivers (except by bridge).

Movement penalties are incurred when negotiating the following terrain features:

Thick hedge, or fence, or wall
Stream
Steep Hill
Rough, or boggy ground

OCCUPYING BUILDINGS

Only infantry can occupy buildings. A unit enters a building by taking up a position in a specific "entrance/exit" cell adjacent to the building's main entrance(s). By lifting his base off the table the player is deemed to have occupied the building. The unit is not physically placed in the building, its occupation is virtual. Note: only one unit can enter, or exit, each turn. Buildings come in a variety of sizes and can occupy a single table cell, or multiple cells. Hougoumont, for example, has a "footprint" of 5 cells. A building can accommodate one unit for each cell it covers. If a multi cell building is occupied by a single unit it will automatically spread its manpower around the entire complex. If joined by a second unit troops will be redistributed on the basis of the stronger unit taking the lion's share of the accommodation.

A unit vacates a building by placing the base back on the table in the "entrance/exit" cell, during the movement phase of the turn. This action of entering, or exiting, a building takes a complete movement turn. Where a building is occupied by an enemy an opposing unit cannot enter. If the building is abandoned, or the occupying force defeated, opposing units may have the opportunity to take possession. The flag of the occupying force is placed on the building so that it is clear as to which side is currently in possession.



The complex of buildings formed by Papelotte, Smohain, La Haie Farm and Frichermont which together formed a defensive barrier on Wellington's left

Hints & Tips

Occupy any buildings blocking the line of advance of the enemy. Infantry in buildings present a formidable obstacle and are very difficult to displace. Consider including riflemen in the building as they have a longer range making it more difficult for the enemy to circumvent the hazard. Enemy units taking casualties whilst attempting to bypass an occupied building will, in all probability, have their advance slowed.

8) COMBAT

Following the completion of the movement phase by both players the IWGT calculates the outcome of the combat phase.

In a number of cases multiple battalions are mounted on a single base. It is deemed that one battalion is in the "lead" and the others are closely following. British battalions in line are two ranks deep when firing.

Thus, typically all the men in the lead battalion can fire. The battalion following cannot fire. The Attributes Table shows the total strength of the unit, but also the number of men capable of firing e.g. KGL 3rd & 4th Line 589/1067. The former represents the number of men who can fire.

Casualties in the "lead" battalion are in-filled by men from the battalion following. When a unit is fully engaged in close combat **all** the men in the unit can fight.

MUSKETS & RIFLES

Muskets are deemed to have a range of two cells and rifles three cells.

There is a general assumption that men in a position to fire will sustain a rate of fire of 2 rounds a minute for muskets (1.5 for rifles).

Each infantry soldier carries 60 rounds of ammunition and expenditure is automatically counted. Thus, a typical infantry unit will be able to sustain 6 full turns (30 minutes) of fire before running out of ammunition. A full strength battalion of 600 men can therefore fire a maximum of 36,000 musket balls with the expectation of inflicting circa 300 casualties on the enemy. The actual number of casualties inflicted will depend on the formation of the units and the cover they are afforded. The following circumstances provide advantage:

- Troops are elite
- Firing in line formation
- Defending a building, or behind hard cover
- Infantry in square formation defending against cavalry
- Firing at infantry in column, or square, formation
- Firing at cavalry
- Infantry column moving into contact with line, or square
- Flank attack
- Overwhelming odds
- Cavalry charging infantry in line, or column
- Lancers initial contact with regular cavalry

The following circumstances offer disadvantage:

- Cavalry attacking infantry in square
- Attacking men in buildings, uphill, or behind hard cover
- Firing in column, or square, formation

Note the following:

Infantry in line, or column, will be broken if charged by cavalry

An artillery unit will be broken if cavalry successfully charges home

A unit cannot fire on an enemy unit in close combat with a friendly unit.

ARTILLERY

Batteries are usually comprised of cannon and howitzers. They are allocated the following quantity and type of ammunition per artillery piece according to their nationality.

	Round Shot	Spherical Case	Common Shell	Canister
British Cannon	92	20	0	16
British Howitzer	0	60	48	16
French Cannon	100	0	0	20
French Howitzer	0	0	100	20

Artillery has an effective range of 900 metres (6 cells) for most ammunition types. Canister has an effective range of 450 metres (3 cells).

An appropriate mix of ammunition will be expended depending on the time the target is exposed at various ranges throughout the turn.

Artillery will typically have a rate of fire of 2 rounds per minute, but this rate will drop after 10 minutes of continuous fire due to overheating barrels and crew fatigue. Crew casualties may also reduce the rate of fire.

Larger calibre artillery pieces will inflict a greater number of casualties than small calibre ones.



The French Grand Battery totalled 80 guns including eighteen 12 pounder cannon. Napoleons "Beautiful Daughters".

TARGET SELECTION

Artillery can only fire if it is unlimbered and crewed.

Artillery will automatically select the nearest enemy unit that offers significant threat. It will select available cavalry and infantry targets before engaging enemy artillery. An artillery unit will default to selecting a second choice target if a friendly unit is better placed to engage its first choice target.

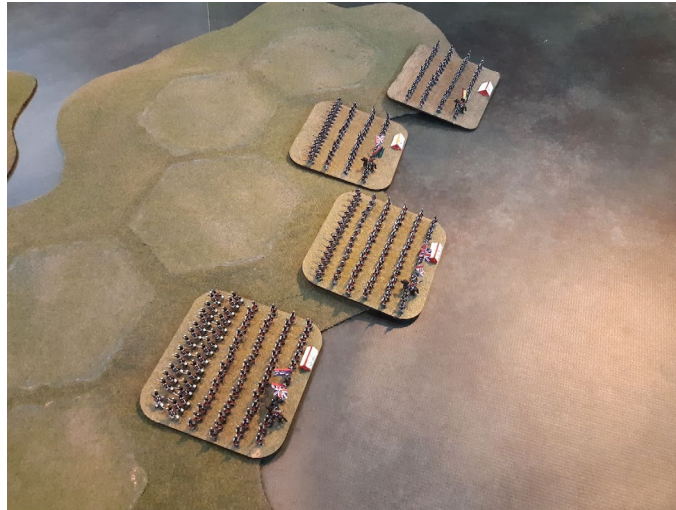
LINE OF SIGHT

For infantry to fire on an enemy it must have direct "Line of Sight" (LOS) to the target. Infantry cannot fire through hills, woods, high walls, buildings, or other units.

Artillery is subject to similar rules for direct fire cannon, but howitzers can fire shell and spherical case over obstacles.

Hints & Tips

Consider shielding troops on the reverse slope of a hill. They will only be subject to indirect fire from Howitzers and even this will be at reduced effectiveness due to the troops not being in direct sight.



Take a leaf out of Wellington's play book and shelter your troops on the reverse slope of a hill

CLOSE COMBAT AND "MELEE"

Close combat occurs when two, or more, opposing units are in adjacent cells. When in close combat all the men in the unit can fight.

Initial contact between opposing units is deemed to represent a coming together of the first few ranks on either side. However, as the fight develops the units potentially become less disciplined and more intermingled with the enemy. This is the "melee" stage.

Some units are extremely effective in melee, others are less effective e.g. lancers. Lancers may have the advantage in the initial "arms length" contact, but suffer with the cumbersome nature of their weapon as the fight develops. The melee stage will occur in the second, and subsequent, combat rounds following initial contact.

RANDOM FACTOR

A random factor is applied to stop combat outcomes becoming completely predictable. Superior fighting ability and unit strength will, in all probability, ultimately triumph, but outcomes may vary turn to turn. This element of chance **is itself progressively modified** depending on the outcomes of previous combat rounds e.g. if a unit has suffered badly in combat its morale (confidence) becomes less and its efficiency begins to fall. This decline in efficiency is reflected in a reducing chance of the random factor working in favour of the damaged unit.

Hints & Tips

Napoleonic battles can be an attritional affair with both sides suffering enormous casualties. Achieving an objective may severely weaken your battalions. Keep reserves of fresh troops to make the final push for victory.

9) MORALE

All units have a morale score. See Attributes Table. Elite units have high morale at game start while some conscript units have lower morale.

If a unit performs well on the battlefield there are two higher levels of morale that can be reached i.e. "Enhanced", and "High". Conversely, a unit that is damaged may become "Weakened" or "Critical". These conditions are highlighted through warning lights and a change in the border colour of the unit card on the touch screen. A unit can, to an extent, rebuild its morale if given time to recover away from the action.

10) SKIRMISHERS

Skirmishers are sharpshooters who will target enemy officers to disrupt the chain of command. Their function was to harass the mass ranks of the enemy to damage their cohesion and morale. Typically infantry and artillery will not directly engage enemy skirmishers as their fire would be ineffective. Tactically skirmishers must be countered by skirmishers. Skirmishers are too weak to repel an advance of the mass ranks of enemy infantry, or cavalry, and if so challenged will retreat to the safety of their battalion. Skirmishers typically will operate up to 150m (one cell) in advance of their battalion.

Infantry battalions are made up of "companies". Typically 10 companies for the British and 6 companies for the French. One company in each battalion is trained as "Light" troops and can operate as skirmishers (in open order) in advance of the main battalion. Some battalions are entirely comprised of specially trained light troops who can be deployed en masse in the skirmish role.

There are two distinct types of units that can adopt "skirmish order":

i) Units which have a single "light company" that is trained for skirmishing.

ii) A battalion of specialist light troops, all of whom can deploy in skirmish order e.g. 95th Rifles.

To deploy the Light Company as skirmishers a player must issue the instruction to "deploy skirmishers" via a button on the touch screen.

This takes a turn during which no movement can take place.

A change in formation of the main unit can be done in the same turn as deploying skirmishers without additional movement penalty.

An infantry unit that has deployed its Light Company as skirmishers will increase its maximum firing range by one cell. This is to reflect the fact that skirmishers operate in advance of their main unit. The skirmishers will inflict a fraction of the casualties of the main unit firing at normal range. However, they will damage the morale of the unit fired upon.

A player may elect to recall his Light Company back to the main unit by use of the button on his touch screen. This takes a turn with no other movement permitted. When skirmishers are not deployed the unit fights at full strength as normal.

Some battalions can adopt "skirmish order" in their entirety because the unit is comprised entirely of multiple Light Companies e.g. 95th Rifles.

These units can deploy a portion of their number as skirmishers, or deploy the entire unit in skirmish order.

These units will have the following touch screen options:

- A button to deploy a portion of their number of skirmishers.
- An additional formation change option to "Skirmish" that affects the entire unit.

A unit adopting "Skirmish" formation will behave as follows:

- i) They will extend their normal firing range by one cell
- ii) Their firepower is reduced
- iii) Their casualties from enemy infantry fire is reduced
- iv) Artillery fire on the unit is ineffective
- v) Their effectiveness in close combat is reduced
- vi) They will damage the morale of the unit they are attacking
- vii) So that an opponent is aware that the unit as a whole is in skirmish formation the cell it occupies will flash in the same colour as infantry in square, or unlimbered artillery, during the opponent's movement phase.

11) REPORTING

Light and sound effects will give a general indication as to who has won individual combat rounds each turn. The winner lights green and the loser red.

A visual will be displayed on the touch screen, at the end of each turn indicating which army is presently heading for overall victory, or defeat, as well as information on individual units.

APPENDIX I

THE TABLE

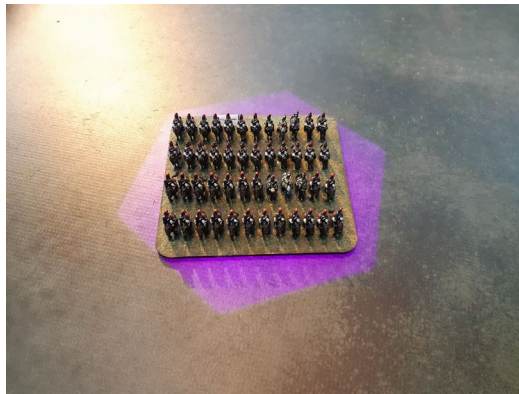
The following illustrates the main mechanics of playing on the Intelligent Wargames Table and the associated lighting effects.

1) MOVEMENT

General

i) Movement Phase

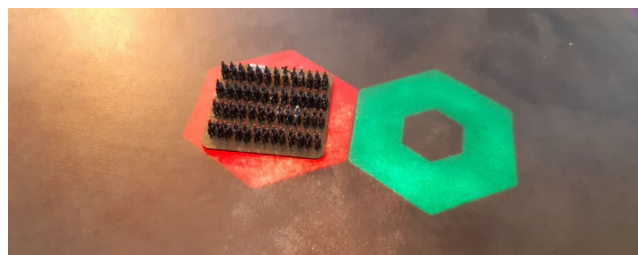
At the start of each side's movement phase the units under your command that are permitted to move that turn will light.



Every unit in your army that is permitted to move in the turn will light at the start of the your movement phase

ii) Illegal move indicator

If you exceed the unit's movement allowance the table will light red requiring the unit to be re-positioned within the permitted movement range.



If you move a unit a greater distance than is permitted it will light red requiring it to be repositioned

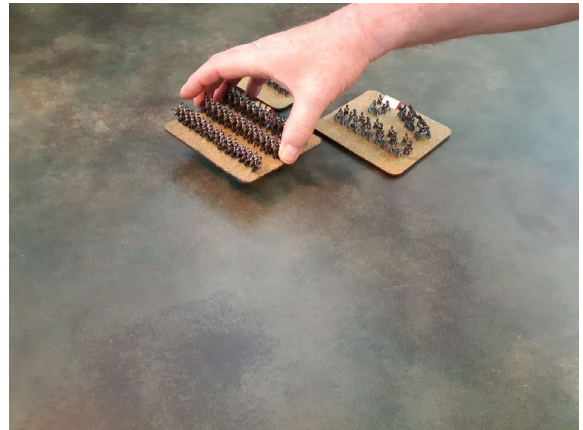
Special Moves

i) Passing through friendly artillery/squares

You can pass through friendly artillery and infantry in square by lifting the unit off the table on one side of the obstacle to be passed and placing it in the cell adjacent on the far side.



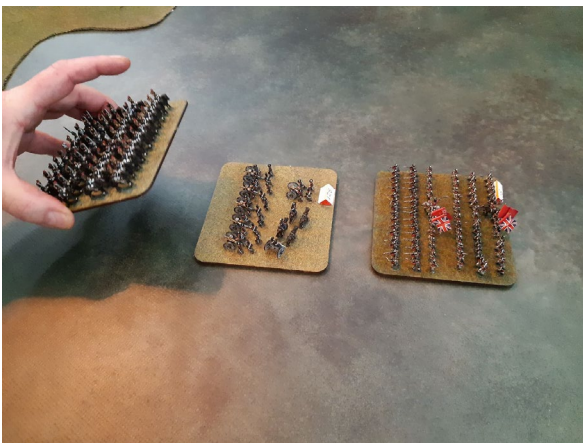
Move adjacent and lift off



Place adjacent on the opposite side

ii) Passing through enemy squares and abandoned artillery

You can pass through abandoned enemy artillery and infantry in square by lifting the unit off the table on one side of the obstacle to be passed and placing it in the cell adjacent on the far side.



Lift the unit over abandoned artillery and infantry square adjacent

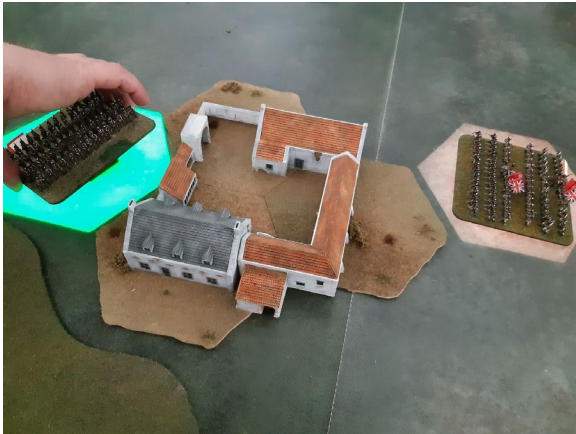


Place unit back on the table adjacent to the infantry on the other side

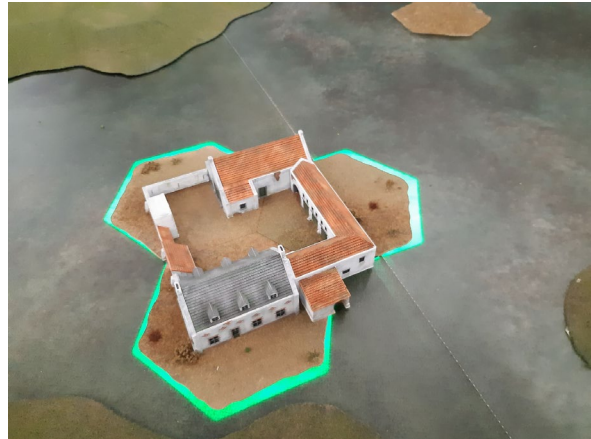
iii) Entering/exiting buildings

Buildings have one, or more entrance/exit points.

To enter a building move the unit to the entrance cell and lift it off the table. After 5 seconds the building will flash to confirm your unit is inside. To exit place the unit back in the entrance cell.



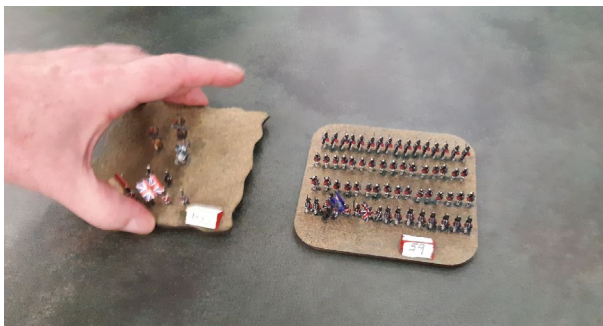
Move the infantry into the designated entrance cell and remove from the table



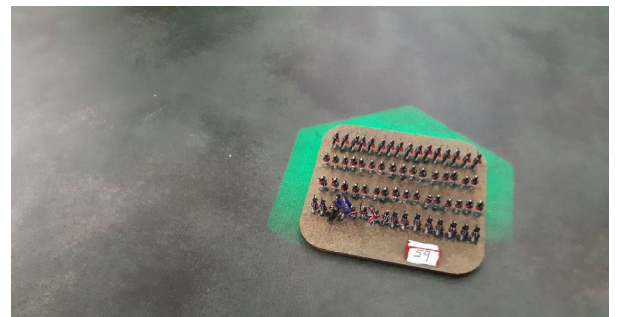
The footprint of the building will light to indicate the unit is in occupancy

iv) Embedding Divisional Commanders

To embed a Commander with a friendly unit move adjacent and lift the command base off the table. The unit will flash to confirm your Commander is embedded with the host unit. To exit place the command base back on the table adjacent to the host unit.



Move the command base adjacent to the intended host unit and lift off the table



The host unit will flash to confirm the divisional command is embedded

UNIT STATUS

i) Infantry in square/ Unlimbered Artillery

To make it obvious to an opponent when enemy infantry is in square, or enemy artillery is limbered, or abandoned, the affected units will light during the opponent's movement phase.



Limbered artillery and infantry in square formation will light on the opponent's move to reveal status

ii) Weakened, Critical and Broken Units

Units that have suffered heavy casualties will progressively become Weakened, Critical and ultimately Broken. This is indicated respectively by flashing yellow, orange and red lights.



A weakened unit will flash yellow



A critical unit will flash orange

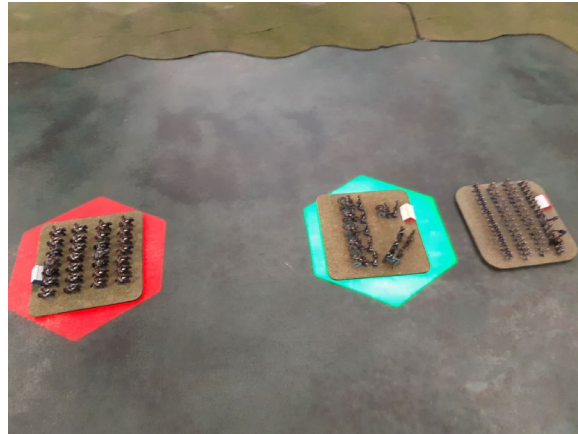


A broken unit will flash red to indicate removal from table

3) COMBAT

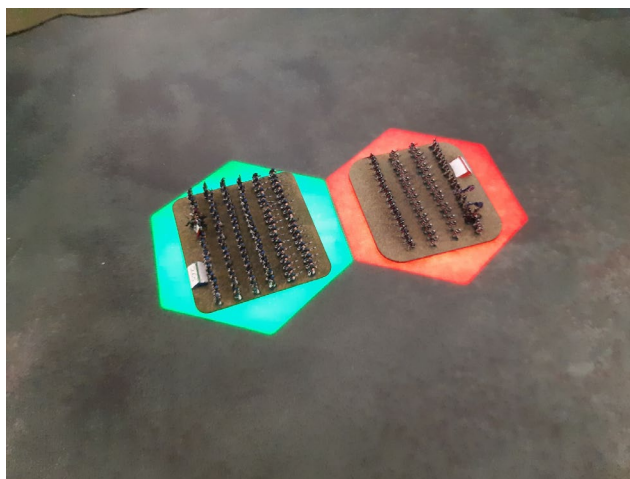
When opposing units engage in combat the table lighting will animate to show those involved.

i) Firing units will flash green and those receiving fire will flash red.



During the combat phase firing units flash green and units receiving fire flash red

ii) Units involved in close combat will sequentially animate green/red to indicate close combat/melee.



A unit adjacent to an enemy is deemed to be in close combat and will alternatively flash green and red

APPENDIX II

THE PLAYER'S TABLE BASED TOUCH SCREEN

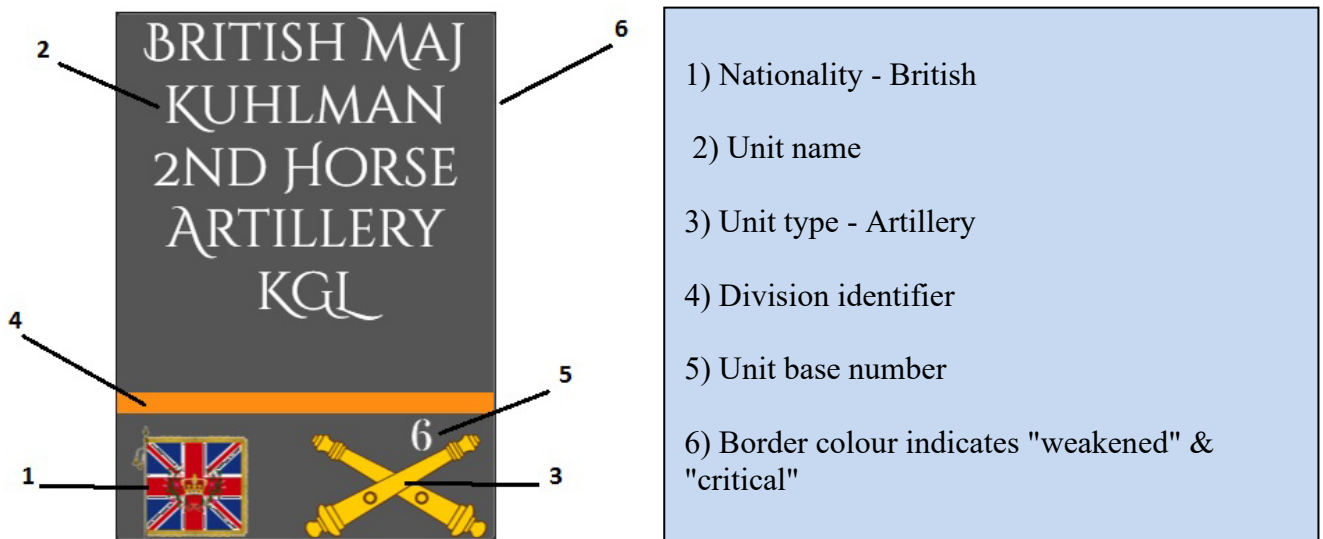
Each player will have access to a table based touch screen.

The units on the table are grouped into divisions. Each division is headed by a Divisional Commander. Using the "Settings" button the player can select the divisions he wants to appear on his touch screen. Units in the same division are grouped together and have a common colour code. Within each division units are grouped by type in the following order: Artillery, Cavalry and Infantry. There is an information card for every individual unit. The front of the card provides the name and nationality of the unit, whether it is Artillery, Cavalry, or Infantry, and the reference number of the base which corresponds to the number carried by the physical unit on the table. The cards on the touch screen can be scrolled left and right as required and can be "tapped" to access the back of the card. The back of the card gives information on unit "health" and provides the means to change formation.

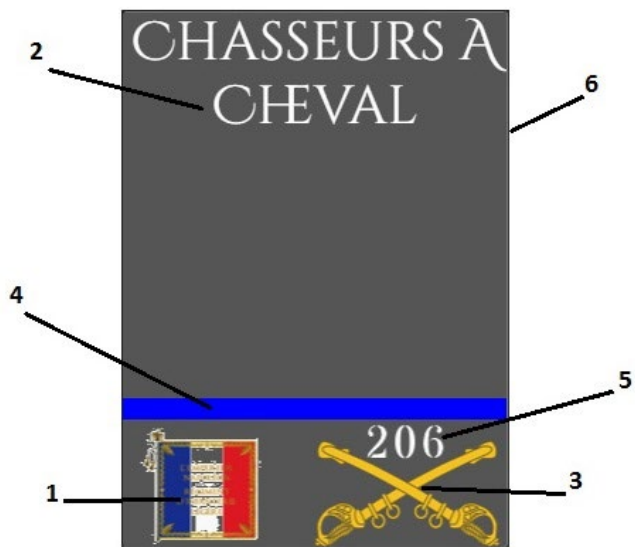
The following provides a high level guide to the unit card.

A) Examples of the front of the card

1) Artillery

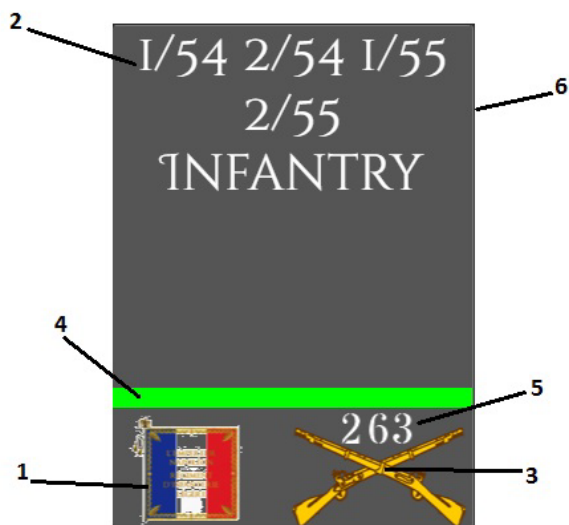


2) Cavalry



- 1) Nationality - French
- 2) Unit name
- 3) Unit type - Cavalry
- 4) Division identifier
- 5) Unit base number
- 6) Border colour indicates "weakened" & "critical"

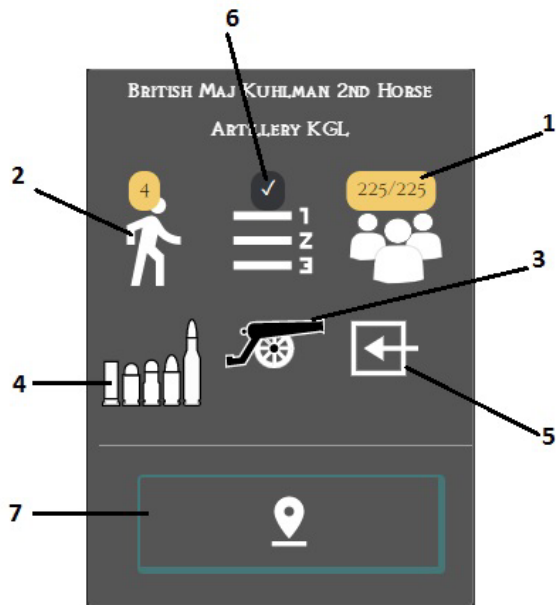
3) Infantry



- 1) Nationality - French
- 2) Unit name
- 3) Unit type - Infantry
- 4) Division identifier
- 5) Unit base number
- 6) Border colour indicates "weakened" & "critical"

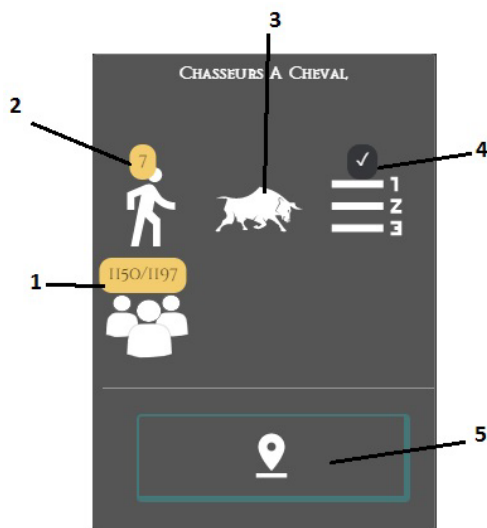
B) Examples of the back of the card

1) Artillery



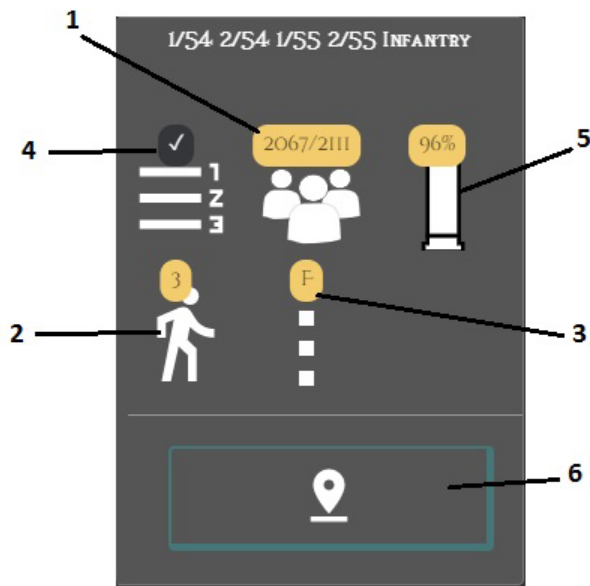
- 1) Current strength/starting strength
- 2) Movement Allowance
- 3) Unlimber/Limber
- 4) Ammunition remaining
- 5) Order crew to retreat to infantry square
- 6) "x" indicates the unit is disorganised
- 7) Locate unit on the table button

2) Cavalry



- 1) Current strength/starting strength
- 2) Movement Allowance
- 3) Charge move available
- 4) "x" indicates the unit is disorganised
- 5) Locate unit on the table button

3) Infantry



- 1) Current unit strength/starting strength
- 2) Movement Allowance
- 3) Current formation/Change formation
- 4) "x" indicates the unit is disorganised
- 5) Ammunition remaining
- 6) Locate unit on the table button

APPENDIX III

ORDER OF BATTLE - NAPOLEONIC ARMIES ATTRIBUTES TABLE

BRITISH FORCES AT WATERLOO

COMMANDER IN CHIEF	Base Number	Firing in	Movement	Attack	Defence	Weapon	Ranged	Close	Accuracy %	Morale	Number of	Points
Field Marshall the Duke of Wellington	1	line/close combat	Square/line/ column/charge	Score	Score	Range (cells)	Weapons ROF (per turn)	Combat Strike Rate			cannon/ howitzer	Value
DIVISIONAL COMMAND												
1st Corps	2											
William, Prince of Orange Lieutenant General Charles, Count Alten Major General George Cooke												
1st British Infantry (Guards) Division												
1st British Brigade												
2/1 Foot Guards	18		520/1628	1/2/3/3	1	2	2	12	12	2	45	n/a
3/1 Foot Guards				1/2/3/3	1	2	2	12	12	2	45	n/a
2nd British Brigade												
2nd Coldstream Guards	19		725/2198	1/2/3/3	1	2	2	12	12	2	45	n/a
2/3 Foot Guards				1/2/3/3	1	2	2	12	12	2	45	n/a
Divisional Artillery												
Captain Sandham Royal Foot Artillery 5 x 9 pdrs 1 x 5.5" Howitzer	5		0/215	2	Special rule	2	6	10	6	Special rule	40	5/1
Maj. Kuhlman 2nd Horse Artillery KGI 5 x 9 pdrs 1 x 5.5" Howitzer	6		0/225	4	Special rule	2	6	10	6	Special rule	40	5/1

The 3rd British Infantry Division

5th British Brigade

2/30 33rd Foot	20	635/1211	1/2/3/3	1	2	2	10	10	2	40	n/a
2/69 2/73	21	565/1063	1/2/3/3	1	2	2	10	10	2	40	n/a

2nd Kings German Legion Brigade

1st Light KGL 2nd Light KGL	22	519/922	1/2/3/3	1	2	3	8	10	3	40	n/a
5th Line KGL 8th Line KGL	23	529/1165	1/2/3/3	1	2	2	8	10	3	40	n/a

1st Hanoverian Brigade

Duke of York's 1st Field Grubenhagen Field (Light)	24	632/1275	1/2/3/3	1	2	2	8	8	2	30	n/a
Bremen Field Verden Field	25	533/1092	1/2/3/3	1	2	2	8	8	2	30	n/a
Luneburg Field 2 x Coys Field Jaeger	26	617/948	1/2/3/3	1	2	2	8	8	2	30	n/a

Divisional Artillery

Major Lloyd Royal Foot Artillery 5 x 9 pdrs 1 x 5.5" Howitzer	7	0/200	2	Special rule	2	6	10	6	Special rule	40	5/1
Captain Cleeves 1st Foot Battery KGI 5 x 9 pdrs 1 x 5.5" Howitzer	8	0/215	2	Special rule	2	6	10	6	Special rule	40	5/1

The 2nd Netherlands Infantry Division

1st Brigade

27th Dutch Jaeger	<input type="checkbox"/>	27	550/1251	1/2/3/3	1	2	2	10	10	2	30	n/a
7th Belgian Line											30	n/a
7th Dutch Militia	<input type="checkbox"/>	28	675/1461	1/2/3/3	1	2	2	8	8	2	20	n/a
8th Dutch Militia												
5th Dutch Militia												

Brigade Artillery

Captain Bijleveld Dutch Horse Artillery 6 x 6 pdrs 2 x 5.5" Howitzers	9	0/219	4	Special rule	2	6	10	6	Special rule	35	6/2
-----------------------------------------------------------------------------	----------	-------	---	--------------	---	---	----	---	--------------	----	-----

Brigade Artillery

Captain Krahrmer Belgian Horse Artillery
6 x 6 pdrs 2 x 5.5" Howitzer

11 0/210 4 Special rule 2 6 10 6 Special rule 20 6/2

2nd Brigade

36th Belgian Jaeger
3rd Belgian Line
12th Dutch Line

34 633/1693 1/2/3/3 1 2 2 10 10 2 30 n/a

13th Dutch Line
3rd Dutch Militia
10th Dutch Militia

35 664/1888 1/2/3/3 1 2 2 8 8 2 20 n/a

Brigade Artillery

Captain Lux Belgian Foot Artillery
6 x 6 pdrs 2 x 5.5" Howitzers

12 0/267 2 Special rule 2 6 10 6 Special rule 30 8/2

Summary

Infantry 25,314
Cavalry 0
Guns 50

26 Units under Divisional Commander

DIVISIONAL COMMAND

Lieutenant General Sir Henry Clinton
Lieutenant General Sir Thomas Picton
Major-General Sir James Kemp

41

British Reserve Artillery

Lt. Col. Sir Hew Ross
"A" Troop Royal Horse Artillery
5 x 9 pdrs 1 x 5.5" Howitzer

44

0/180

4

Special rule

2

6

10

6

Special rule

40

5/1

Maj. G.Beane
"D" Troop Royal Horse Artillery
5 x 9 pdrs 1 x 5.5" Howitzer

45

0/180

4

Special rule

2

6

10

6

Special rule

40

5/1

The 2nd British Infantry Division

3rd British Brigade

1/52 Light Infantry

55

565/1130

1/2/3/3

1

2

2

10

10

2

40

n/a

71st Foot Light Infantry

56

620/936

1/2/3/3

1

2

2

10

10

2

40

n/a

2/95 Rifles 2 companies 3/95 Rifles	57	666/871	1/2/3/3	1	2	3	8	10	3	40	n/a
----------------------------------------	-----------	---------	---------	---	---	---	---	----	---	----	-----

1st Kings German Legion Brigade

1st Line KGL 2nd Line KGL	58	478/1005	1/2/3/3	1	2	2	10	10	2	40	n/a
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3rd Line KGL 4th Line KGL	59	589/1067	1/2/3/3	1	2	2	10	10	2	40	n/a
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3rd Hanoverian Brigade

Bremenvorde Landwehr Osnabruck Landwehr	60	655/1288	1/2/3/3	1	2	2	8	8	2	20	n/a
--------------------------------------------	-----------	----------	---------	---	---	---	---	---	---	----	-----

Quackenbruck Landwehr Salzgitter Landwehr	61	609/1253	1/2/3/3	1	2	2	8	8	2	20	n/a
----------------------------------------------	-----------	----------	---------	---	---	---	---	---	---	----	-----

Divisional Artillery

Captain Bolton Royal Foot Artillery 5 x 9 pdrs 1 x 5.5" Howitzer	46	0/217	2	Special rule	2	6	10	6	Special rule	40	5/1
---------------------------------------------------------------------	-----------	-------	---	--------------	---	---	----	---	--------------	----	-----

Major Sympher Horse Artillery KGL 5 x 9 pdrs 1 x 5.5" Howitzer	47	0/225	4	Special rule	2	6	10	6	Special rule	40	5/1
-------------------------------------------------------------------	-----------	-------	---	--------------	---	---	----	---	--------------	----	-----

The 4th British Infantry Division

4th British Brigade

3/14 23rd 1/51 Light Infantry		62	640/2007	1/2/3/3	1	2	2	10	10	2	40	n/a
-------------------------------------	--	-----------	----------	---------	---	---	---	----	----	---	----	-----

Divisional Artillery

Captain Rettberg Hanoverian Foot Artillery 5 x 9 pdrs 1 x 5.5" Howitzer		48	0/238	2	Special rule	2	6	10	6	Special rule	30	5/1
----------------------------------------------------------------------------	--	-----------	-------	---	--------------	---	---	----	---	--------------	----	-----

The 5th British Infantry Division

8th British Brigade

28th 32nd 79th		63	557/1505	1/2/3/3	1	2	2	10	10	2	40	n/a
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95th Rifles 6 Companies		64	418/418	1/2/3/3	1	2	3	8	10	3	40	n/a
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9th British Brigade

3/1			453/1697	1/2/3/3	1	2	2	10	10	2	40	n/a
42nd		65										
2/44												
92nd												

5th Hanoverian Brigade

Gifhorn Landwehr	<input type="text"/>	66	640/1329	1/2/3/3	1	2	2	8	8	2	20	n/a
Hameln Landwehr	<input type="text"/>											
Hildesheim Landwehr	<input type="text"/>	67	640/1275	1/2/3/3	1	2	2	8	8	2	20	n/a
Peine Landwehr	<input type="text"/>											

Divisional Artillery

Major Rogers Royal Foot Artillery (British)			0/263	2	Special rule	2	6	10	6	Special rule	40	5/1
5 x 9 pdrs 1 x 5.5" Howitzer		49										
Captain Han Foot Artillery (Hanoverian)			0/237	2	Special rule	2	6	10	6	Special rule	30	5/1
5 x 6 pdrs 1 x 5.5" Howitzer		50										

Summary

Infantry	15,781
Cavalry	0
Guns	42

20 units under Divisional Commander

Major General Sir John Lambert
 Acting GOC Col Olfermann
 Lt-Colonel F. Brooke

73

The 6th British Infantry Division

10th British Brigade

1/4	[]	88	677/1427	1/2/3/3	1	2	2	10	10	2	40	n/a
1/27												

1/40		89	570/862	1/2/3/3	1	2	2	10	10	2	40	n/a
------	--	----	---------	---------	---	---	---	----	----	---	----	-----

4th Hanoverian Brigade

Verden Landwehr	[]	90	642/1289	1/2/3/3	1	2	2	8	8	2	20	n/a
Luneberg Landwehr												

Munden Landwehr	[]	91	680/1380	1/2/3/3	1	2	2	8	8	2	20	n/a
Osterode Landwehr												

Divisional Artillery

Captain Sinclair Royal Foot Artillery (British)		81	0/200	2	Special rule	2	6	10	6	Special rule	40	5/1
5 x 9 pdrs 1 x 5.5" Howitzer												

The Brunswick Contingent (Division) Note: Black Uniforms.

Avantgarde Battalion 3rd Line	<input type="text"/>	92	635/1302	1/2/3/3	1	2	3	6	10	3	30	n/a
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Light Brigade

Lieb Light Infantry 1st Light	<input type="text"/>	93	565/1253	1/2/3/3	1	2	2	10	10	2	30	n/a
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2nd Light 3rd Light	<input type="text"/>	94	621/1312	1/2/3/3	1	2	2	10	10	2	30	n/a
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Line Brigade

1st Line 2nd Line	<input type="text"/>	95	586/1086	1/2/3/3	1	2	2	10	10	2	30	n/a
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Cavalry

2nd Brunswick Hussars Uhlán		76	0/919	7/8	2	3	0	0	10	2	30	n/a
--------------------------------	--	-----------	-------	-----	---	---	---	---	----	---	----	-----

Divisional Artillery

Captain Heinemann Brunswick Horse Artillery 8 x 6 pdrs		82	0/167	4	Special rule	2	6	10	6	Special rule	30	8/0
-----------------------------------------------------------	--	-----------	-------	---	--------------	---	---	----	---	--------------	----	-----

Major Moll Brunswick Foot Artillery 8 x 6 pdrs		83	0/205	2	Special rule	2	6	10	6	Special rule	30	8/0
---------------------------------------------------	--	-----------	-------	---	--------------	---	---	----	---	--------------	----	-----

The 2nd British (Union) Brigade

1st Royal Dragoons	107	0/879	6/7	3	4	0	0	12	2	40	n/a
2nd Royal North British Dragoons (Scots Greys)											
6th Inniskilling Dragoons	108	0/453	6/7	3	4	0	0	12	2	40	n/a

The 3rd British Cavalry Brigade

23rd Light Dragoons (British) 1st Light Dragoons KGL	109	0/881	7/8	2	3	0	0	10	2	40	n/a
2nd Light Dragoons	110	0/520	7/8	2	3	0	0	10	2	40	n/a

The 4th British Cavalry Brigade

11th Light Dragoons 12th Light Dragoons	111	0/875	7/8	2	3	0	0	10	2	40	n/a
16th Light Dragoons	112	0/440	7/8	2	3	0	0	10	2	40	n/a



The 5th British (Light) Cavalry Brigade

7th Hussars	113	0/362	7/8	2	3	0	0	10	2	40	n/a
15th Hussars 13th Light Dragoons	114	0/905	7/8	2	3	0	0	10	2	40	n/a

The 6th British Light Cavalry Brigade

10th Hussars 18th Hussars	115	0/899	7/8	2	3	0	0	10	2	40	n/a
1st Hussars Kings German Legion	116	0/605	7/8	2	3	0	0	10	2	40	n/a
Brigade Artillery											
"E" Troop Captain Gardiner 5 x 6 pdrs 1 x 5.5" Howitzer	128	0/180	4	Special rules	2	6	10	6	Special rule	40	5/1

The 7th British (Light) Cavalry Brigade

3rd Hussars Kings German Legion	117	0/712	7/8	2	3	0	0	10	2	40	n/a
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The Hanoverian Cavalry Brigade

Duke of Cumberland's Hussars (Hanoverian)	118	0/516	7/8	2	3	0	0	8	2	20	n/a
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Royal Horse Artillery Attached Cavalry Corps

"I" Troop RHA Major Bull 6 x 5.5" Howitzers	129	0/180	4	Special rule	2	6	10	6	Special rule	40	0/6
"F" Troop RHA Lt - Col Smith 5 x 6 pdrs 1 x 5.5" Howitzer	130	0/107	4	Special rule	2	6	10	6	Special rule	40	5/1
"G" Troop RHA Captain Mercer 5 x 9 pdrs 1 x 5.5" Howitzer	131	0/192	4	Special rule	2	6	10	6	Special rule	40	5/1
"H" Troop RHA Major Ramsey 5 x 9 pdrs 1 x 5.5" Howitzer	132	0/180	4	Special rule	2	6	10	6	Special rule	40	5/1
2nd Rocket Troop Captain Whinyates 5 x 6 pdrs 1 x Rocket Section	133	0/181	4	Special rule	2	6	10	6	Special rule	40	5/1

The Netherlands Cavalry Division

Heavy Brigade

1st Dutch Carabineer	119	0/845	6/7	3	4	0	0	10	2	30	n/a
2nd Belgium Carabineer											
3rd Dutch Carabineer	120	0/392	6/7	3	4	0	0	10	2	30	n/a

Ist Light Brigade

4th Dutch Light Dragoons	121	0/647	7/8	2	3	0	0	8	2	30	n/a
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8th Belgium Hussars	122	0/439	7/8	2	3	0	0	8	2	30	n/a
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2nd Light Brigade

6th Dutch Hussars 5th Belgian Light Dragoons	123	0/741	7/8	2	3	0	0	8	2	30	n/a
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Divisional Artillery

Captain Petter/ Captain Gey van Pittius Dutch 1/2 Horse Artillery 6 x 6 pdrs 2 x 5.5" Howitzer	134	0/241	4	Special rule	2	6	10	6	Special rule	30	6/2
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Summary

Infantry	0
Cavalry	12,102
Guns	44



26 units under Divisional Commander

PRUSSIAN IV ARMY CORPS

COMMANDER IN CHIEF

Field Marshall Gebhard Leberecht von Blucker

General Count Freidrich Wilhelm Bulow von Dennewitz
 Lieutenant General von Hake **140**
 Major General von Losthin

			Firing in line/close combat	Movement Square/line/ column/charge	Attack Score	Defence Score	Weapon Range (cells)	Ranged Weapons ROF (per turn)	Close Combat Strike Rate	Accuracy %	Morale	Number of cannon/ howitzer	Points Value
13th INFANTRY BRIGADE													
10th													
1/10th 2/10th		169	530/1597	1/2/3/3	1	2	2	10	10	2	30	n/a	
Fus/10th		170	530/796	1/2/3/3	1	2	2	10	10	2	30	n/a	
2nd Neu. Landwehr													
1/2 Neu Landwehr 2/2 Neu Landwehr		171	460/1389	1/2/3/3	1	2	2	8	8	2	25	n/a	
3/2 Neu. Landwehr		172	460/685	1/2/3/3	1	2	2	8	8	2	25	n/a	

3rd Neu. Landwehr

1/3 Neu. Landwehr	<input type="text"/>	173	525/1563	1/2/3/3	1	2	2	8	8	2	25	n/a
2/3 Neu. Landwehr												

3/3/ Neu. Landwehr		174	535/803	1/2/3/3	1	2	2	8	8	2	25	n/a
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Cavalry

2nd Landwehr	<input type="text"/>	144	0/645	7/8	2	3	0	0	8	2	25	n/a
2nd Silesian Landwehr												
3rd Silesian Landwehr												

Artillery

21st Batt. FA. 6 x 6 pdrs 2 x 7" How.		155	0/160	2	n/a	2	6	10	6	n/a	30	6/2
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14th INFANTRY BRIGADE

11th

1/11th 2/11	<input type="text"/>	175	480/1447	1/2/3/3	1	2	2	10	10	2	30	n/a
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1st Pom. Landwehr

1/1 Pom. Landwehr 2/1 Pom. Landwehr	<input type="text"/>	176	540/1640	1/2/3/3	1	2	2	8	8	2	25	n/a
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2nd Pom. Landwehr

1/2 Pom. Landwehr 2/2 Pom. Landwehr	<input type="text"/>	177	540/1605	1/2/3/3	1	2	2	8	8	2	25	n/a
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3/2 Pom. Landwehr	178	540/810	1/2/3/3	1	2	2	8	8	2	25	n/a
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Artillery

13th Battery FA 6 x 6 pdrs 2 x 7" How.	156	0/160	2	n/a	2	6	10	6	n/a	30	6/2
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15th INFANTRY BRIGADE

18th

1/18th 2/18th	179	540/1600	1/2/3/3	1	2	2	10	10	2	30	n/a
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Fus/18th	180	530/800	1/2/3/3	1	2	2	10	10	2	30	n/a
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3rd Silesian Landwehr

1/3 Silesian Landwehr 2/3 Silesian Landwehr 3/3 Silesian Landwehr	181	420/1900	1/2/3/3	1	2	2	8	8	2	25	n/a
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4th Silesian Landwehr

1/4 Silesian Landwehr 2/4 Silesian Landwehr 3/4 Silesian Landwehr	182	390/1775	1/2/3/3	1	2	2	8	8	2	25	n/a
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Artillery

14th Batt. FA. 6 x 6pdrs + 2 x 7pdr How.	157	0/160	2	n/a	2	6	10	6	n/a	30	6/2
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16TH INFANTRY BRIGADE

15th

1/15th 2/15th		183	540/1635	1/2/3/3	1	2	2	10	10	2	30	n/a
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Fus. 15th		184	540/810	1/2/3/3	1	2	2	10	10	2	30	n/a
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1st Silesian Landwehr

1/1 Silesian Landwehr 2/1 Silesian Landwehr 3/1 Silesian Landwehr		185	400/1800	1/2/3/3	1	2	2	8	8	2	25	n/a
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2nd Silesian Landwehr

1/2 Silesian Landwehr 2/2 Silesian Landwehr 3/2 Silesian Landwehr		186	380/1710	1/2/3/3	1	2	2	8	8	2	25	n/a
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Artillery

2nd Batt.FA. 6 X 6pdrs + 2 x 7pdr How.		158	0/140	2	n/a	2	6	10	10	n/a	30	n/a
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1ST CAVALRY BRIGADE

6th Hussars		154	0/575	7/8	2	3	0	0	10	2	35	n/a
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1st
2nd
3rd
4th



1st West Prussian Uhlán	146	0/640	7/8	2	3	0	0	10	2	35	n/a
1st											
2nd											
3rd											
4th											
Artillery											
1st Batt. HA 6 x 6pdrs + 2 x 7pdr How	159	0/145	4	n/a	2	6	10	6	n/a	30	6/2
2ND CAVALRY BRIGADE											
8th Hussars	147	0/450	7/8	2	3	0	0	10	2	35	n/a
1st											
2nd											
3rd											
Artillery											
12th Battery Horse Artillery 4 x 6 pdrs + 2 x 7 pdr How.	160	0/110	4	n/a	2	6	10	6	n/a	30	4/2

3RD CAVALRY BRIGADE

1st Neu. Landwehr	<input type="text"/>	148	0/790	7/8	2	3	0	0	8	2	30	n/a
2nd Neu. Landwehr												
1st Pon. Landwehr	<input type="text"/>	149	0/620	7/8	2	3	0	0	8	2	30	n/a
2nd Pom. Landwehr												
1st Silesian Landwehr		150	0/426	7/8	2	3	0	0	8	2	30	n/a

THE 4TH ARTILLERY RESERVE

3rd Batt. FA 6 x 12 pdrs + 2 x 10pdr How.		161	0/202	2	n/a	2	6	10	6	n/a	30	6/2
5th Batt. FA 6 x 12 pdrs + 2 x 10 pdr How.		162	0/180	2	n/a	2	6	10	6	n/a	30	6/2
13th Batt. FA 6 x 12 pdrs + 2 x 10pdr How.		163	0/187	2	n/a	2	6	10	6	n/a	30	6/2
11/1th Batt. FA 6 x 12pdrs + 2 x 10pdr How.		164	0/161	2	n/a	2	6	10	6	n/a	30	6/2
11/2th Batt. HA 6 x 12 pdrs + 2 x 10pdr How.		165	0/143	2	n/a	2	6	10	6	n/a	30	6/2

Summary

Infantry	24,365
Cavalry	4,146
Guns	86

36 units under Divisional Commander

DIVISIONAL ARTILLERY

5th Company Old Guard Foot Artillery
6 x 6 pdrs + 2 x 5.5" Howitzers

217

0/212

2

Special rule

2

6

10

6


Special rule

50

6/2

3rd and 4th (Middle Guard)

1/3
2/3
1/2



232

385/1709

1/2/3/3

1

2

2

12

12

2

45

n/a

Divisional Artillery

1/1 Marine Foot Artillery Company
6 x 6 pdrs + 2 x 5.5" Howitzers

218

0/223

2

Special rule

2

6

10

6

Special rule


45

6/2

The Division of Chasseurs a Pied

1st and 2nd (Old Guard)

1/1
2/1



233

430/1307

1/2/3/3

1

2

2

12


12

2

50

n/a

1/2
2/2



234

380/1163

1/2/3/3

1

2

2

12

12

2

50

n/a

Divisional Artillery

6th Company Old Guard Foot Artillery
6 x 6 pdr + 2 x 5.5" Howitzers

219

0/193

2

Special rule

2

6

10

6

Special rule

50

6/2

3rd and 4th (Middle Guard)

1/3	□	235	350/1062	1/2/3/3	1	2	2	12	12	2	45	n/a
2/3												

1/4	□	236	360/1090	1/2/3/3	1	2	2	12	12	2	45	n/a
2/4												

Divisional Artillery

2/1 Marine Foot Artillery Company		220	0/223	2	Special rule	2	6	10	6	Special rule	45	6/2
6 x 6 pdrs + 2 xd 5.5" Howitzers												



The Young Guard Division

1st												
1st Tirailleurs												
1/1 Tirailleurs 2/1 Tirailleurs	237	370/1109	1/2/3/3	1	2	2	12	12	2	45	n/a	
1st Voltigeurs												
1/1 Voltigeurs 2/1 Voltigeurs	238	405/1222	1/2/3/3	1	2	2	12	12	2	45	n/a	
Brigade Artillery												
3/1 Marine Foot Artillery Company 6 x 6 pdrs + 2 x 5.5" Howitzers 2nd	221	0/278	2	Special rule	2	6	10	6	Special rule	45	6/2	
3rd Tirailleurs												
1/3 Tirailleurs 2/3 Tirailleurs	239	330/988	1/2/3/3	1	2	2	12	12	2	45	n/a	
1/3 Voltigeurs 2/3 Voltigeurs	240	320/967	1/2/3/3	1	2	2	12	12	2	45	n/a	
Brigade Artillery												
4/1 Marine Foot Artillery Company 6 x 6 pdrs + 2 x 5.5" Howitzers	222	0/213	2	Special rule	2	6	10	6	Special rule	45	6/2	

The Imperial Guard Light Cavalry Division

Chasseurs a Cheval	206	0/1197	7/8	2	3	0	0	12	2	50	n/a
Regimental Artillery											
1st Company Old Guard Horse Artillery 4 x 6 pdrs + 2 x 5.5" Howitzers	223	0/185	4	Special rule	2	6	10	6	Special rule	50	4/2
Regimental Artillery											
2nd Chevaux-Legers Lancers ("Red" Lancers) (Polish Lancers)	207	0/880	7/8	2	3	0	0	12	2	50	n/a
Regimental Artillery											
2nd Company Old Guard Horse Artillery 4 x 6 pdrs + 2 x 5.5" Howitzers	224	0/177	4	Special rule	2	6	10	6	Special rule	50	4/2

The Imperial Guard Heavy Cavalry Division

Grenadiers a Cheval	208	0/796	6/7	3	4	0	0	12	2	50	n/a
Regimental Artillery											
3rd Company Old Guard Horse Artille 4 x 6 pdrs + 2 x 5.5" Howitzers	225	0/178	4	Special rule	2	6	10	6	Special rule	50	4/2
Dragons de l'Emperatrice	209	0/816	6/7	3	4	0	0	12	2	50	n/a
Regimental Artillery											
4th Company Old Guard Horse Artille 4 x 6 pdrs + 2 x 5.5" Howitzers	226	0/172	4	Special rule	2	6	10	6	Special rule	50	4/2
Summary											
Infantry	12,987										
Cavalry	3,689										
Artillery	84										

28 units under Divisional Command

The 1 Army Corps

Divisional Command

General Jean Baptiste Drouet, Comte d' Erlon
 General Baron Quiot du Passage **245**
 General Baron Francois Donzelot

Corps Artillery Reserve

6 x 12 pdrs + 2 x 6" Howitzers **258** 0/206 4 Special rule 2 6 10 6 Special rule 50 4/2

The 1st Infantry Division

1st Brigade

1/54 Line		263	635/2111	1/2/3/3	1	2	2	10	10	2	40	n/a
2/54 Line												
1/55 Line												
2/55 Line												

2nd Brigade

1/28 Line		264	590/1881	1/2/3/3	1	2	2	10	10	2	40	n/a
2/28 Line												
1/105 Line												
2/105 Line												

Divisional Artillery

20th Company 6th Foot Artillery Regiment
 6 x 6 pdrs + 2 x 5.5" Howitzers **253** 0/191 2 Special rule 2 6 10 6 Special rule 40 6/2

The 2nd Infantry Division

1st Brigade

1/13	□	265	830/2427	1/2/3/3	1	2	2	10	10	2	40	n/a
2/13												
3/13												
1/17												

2/17	□	266	640/2092	1/2/3/3	1	2	2	10	10	2	40	n/a
1/19												
2/19												
1/51												

2/51		271	370/558	1/2/3/3	1	2	2	10	10	2	40	n/a
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Divisional Artillery

10th Company 6th Foot Artillery Regiment 6 x 6 pdrs + 2 x 5.5" Howitzers		254	0/185	2	special rule	2	6	10	6	Special rule	40	6/2
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The 3rd Infantry Division

1st Brigade

1/21 Line		267	750/2025	1/2/3/3	1	2	2	10	10	2	40	n/a
2/21 Line												
1/46 Line												
2/46 Line												

2nd Brigade

1/25 Line		268	640/1977	1/2/3/3	1	2	2	10	10	2	40	n/a
2/25 Line												
1/45 Line												
2/45 Line												

Divisional Artillery

19th Company 6th Foot Artillery Regiment 6 x 6 pdrs + 2 x 5.5" Howitzers	255	0/170	2	special rul	2	6	10	6	Special rule	40	6/2
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The 4th Infantry Division

1st Brigade

1/8 Line
2/8 Line
1/29 Line
2/29 Line

269 650/2129 1/2/3/3 1 2 2 10 10 2 40 n/a

2nd Brigade

1/85
2/85
1/95
2/95

270 420/1731 1/2/3/3 1 2 2 10 10 2 40 n/a

Divisional Artillery

9th Company 6th Foot Artillery Regiment
6 x 6 pdrs + 2 x 5.5" Howitzers

256 0/177 2 special rul 2 6 10 6 Special rule 40 6/2



The 1st Cavalry (Light) Division

7th Hussars		248	0/804	7/8	2	3	0	0	10	2	40	n/a
3rd Chasseurs a Cheval												

3rd Lanciers (Lancers)		249	0/702	7/8	2	3	0	0	10	2	40	n/a
4th Lanciers (Lancers)												

Divisional Artillery

2nd Company 1st Horse Artillery Regiment		257	0/158	4	Special rule	2	6	10	6	Special rule	40	4/2
4 x 6 pdrs + 2 x 5.5" Howitzers												

Summary

Infantry	16,931
Cavalry	1,506
Guns	46

17 units under Divisional Commander

DIVISIONAL COMMAND

General Comte Honore Charles Reille
 Prince Jerome Bonaparte **275**
 General Comte Maximilien Sebastien Foy

The 2nd Army Corps

Corps Artillery Reserve

7th Company 2nd Foot Artillery Regiment

6 x 12 pdrs + 2 x 6" Howitzer	284	0/216	4	Special rule	2	6	10	6	Special rule	40	4/2
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The 5th Infantry Division

1st Brigade

1/3 Line	293	730/1944	1/2/3/3	1	2	2	10	10	2	40	n/a
2/3 Line											
1/61 Line											
2/61 Line											

2nd Brigade

1/72 Line	294	640/1791	1/2/3/3	1	2	2	10	10	2	40	n/a
2/72 Line											
1/108 Line											
2/108 Line											

3/108 Line	295	270/406	1/2/3/3	1	2	2	10	10	2	40	n/a
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Divisional Artillery

18th Company 6th Foot Artillery Regiment
6 x 6 pdrs + 2 x 5.5" Howitzers

285

0/191

2

Special rule

2

6

10

6

Special rule

40

6/2

The 6th Infantry Division
1st Brigade

1/1
2/1
3/1
1/2

296

810/2430

1/2/3/3

1

2

2

10

10

2

40

n/a

2/2
3/2
4/2

297

680/1716

1/2/3/3

1

2

2

10

10

2

40

n/a

2nd Brigade

1/1
2/1
3/1

298

580/1766

1/2/3/3

1

2

2

10

10

2

40

n/a

1/2
2/2
3/2

299

580/1765

1/2/3/3

1

2

2

10

10

2

40

n/a



Divisional Artillery

2nd Coy 2nd FA Regiment
6 x 6 pdrs, 2 x 5.5" Howitzers

286 0/200 2 Special rul 2 6 10 6 Special rule 40 6/2

9th Infantry Division

1st Brigade

1/92
2/92
1/93

300 490/1489 1/2/3/3 1 2 2 10 10 2 40 n/a

2/93
3/93

301 650/990 1/2/3/3 1 2 2 10 10 2 40 n/a

2nd Brigade

1/100
2/100
3/100

302 360/1093 1/2/3/3 1 2 2 10 10 2 40 n/a

1/4
2/4
3/4

303 530/1604 1/2/3/3 1 2 2 10 10 2 40 n/a

Divisional Artillery

1st Coy 6th FA Regiment
6 x 6pdrs 2 x 5.5" Howitzers

287 0/187 2 Special rul 2 6 10 6 Special rule 40 6/2



The 2nd Cavalry Division

1st Brigade

1st Chasseurs a Cheval		278	0/1045	7/8	2	3	0	0	10	2	40	n/a
6th Chasseurs a Cheval				7/8	2	3	0	0	10	2	40	n/a

2nd Brigade

5th Lanciers		279	0/817	7/8	2	3	0	0	10	2	40	n/a
6th Lanciers				7/8	2	3	0	0	10	2	40	n/a

Divisional Artillery

2nd Coy 4th HA Regiment		288	0/163	4	Special rule	2	6	10	6	Special rule	40	4/2
4 x 6 pdrs, 2 x 5.5" Howitzers												

Summary

Infantry	18,856
Cavalry	1,862
Guns	38

18 units under Divisional Commander

DIVISIONAL COMMAND

General Georges Mouton, Comte de Lobau
 General Baron Francois Martin Simmer
 General Baron Jean Baptiste Jeanin **308**

The VI Army Corps

Corps Artillery Reserve

4th Coy 8th FA Regiment 6 x 12 pdrs, 2 x 6" Howitzers	319	0/224	2	Special rule	2	6	10	6	Special rule	40	6/2
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Marine HA Coy 4 x 6 pdrs, 2 x 5.5" Howitzers	322	0/171	4	Special rule	2	6	10	6	Special rule	40	4/2
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The 19th Infantry Division

1st Brigade

1/5		330	600/2128	1/2/3/3	1	2	2	10	10	2	40	n/a
2/5												
1/11												
2/11												
3/11												

2nd Brigade

1/27		331	575/1740	1/2/3/3	1	2	2	10	10	2	40	n/a
2/27												
1/84												
2/84												

Divisional Artillery

1st Coy 8th FA Regiment
6 x 6pdrs, 2 x 5.5" Howitzers

320 0/244 2 Special rule 2 6 10 6 Special rule 40 6/2

The 20th Infantry Division

1st Brigade

1/5
2/5

332 585/886 1/2/3/3 1 2 2 10 10 2 40 n/a

1/10
2/10

333 470/1431 1/2/3/3 1 2 2 10 10 2 40 n/a

2nd Brigade

1/107
2/107

334 490/735 1/2/3/3 1 2 2 10 10 2 40 n/a

Divisional Artillery

2nd Coy 8th FA Regiment
6 x 6pdrs, 2 x 5.5" Howitzers

321 0/259 2 Special rule 6 10 6 Special rule 40 6/2



The Third Cavalry Division
1st Brigade

4th Chasseurs a Cheval	311	0/699	7/8	2	3	0	0	10	2	40	n/a
9th Chasseurs a Cheval											

2nd Brigade

12th Chasseurs a Cheval	312	0/318	7/8	2	3	0	0	10	2	40	n/a
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Divisional Artillery
4 x 6 pdrs, 2 x 5.5" Howitzers

323	0/180	4	Special rule	6	0	10	2	40	4/2
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The 5th Cavalry Division

1st Brigade

1st Lancers	313	0/835	7/8	2	3	0	0	10	2	40	n/a
2nd Lancers											

2nd Brigade

11th Chasseurs	314	0/485	7/8	2	3	0	0	10	2	40	n/a
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Divisional Artillery
4 x 6 pdrs, 2 x 5.5" Howitzers

324	167	4	Special rule	2	6	10	6	Special rule	40	4/2
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Summary

Infantry	6,920
Cavalry	2,337
Guns	42

15 units under Divisional Commander

DIVISIONAL COMMAND

General Francois Etienne Kellerman **340**
 General Comte Edouard Jean Baptiste Milhaud
 General Baron Samuel Francois L'Heritier

The III & IV Reserve Cavalry Corps

The 11th Cavalry Division

1st Brigade

2nd Dragoons	344	0/593	6/7	3	4	0	0	12	2	40	n/a
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7th Dragoons	345	0/517	6/7	3	4	0	0	12	2	40	n/a
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2nd Brigade

8th Cuirassiers 11th Cuirassiers	346	0/541	6/7	3	4	0	0	12	2	40	n/a
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Divisional Artillery

4 x 6 pdrs, 2 x 5.5" Howitzers	357	0/161	4	Special rule	2	6	10	6	Special rule	40	4/2
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The 12th Cavalry Division

1st Brigade

1st Carabiniers		347	0/847	6/7	3	4	0	0	12	2	40	n/a
2nd Carabiniers												

2nd Brigade

2nd Cuirassiers	0/791	348	6/7	3	4	0	0	12	2	40	n/a
3rd Cuirassiers											

Divisional Artillery 4 x 6 pdrs, 2 x 5.5" Howitzers	0/158	358	4	special rul	2	6	10	6	Special rule	40	4/2
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The IV Reserve Cavalry Corps

The 13th Cavalry Division

1st Brigade

1st Cuirassiers	<input type="checkbox"/>	349	0/779	6/7	3	4	0	0	12	2	40	n/a
4th Cuirassiers												

2nd Brigade

7th Cuirassiers	<input type="checkbox"/>	350	0/438	6/7	3	4	0	0	12	2	40	n/a
12th Cuirassiers												

Divisional Artillery		359	0/159	4	Special rule	2	6	10	6	Special rule	40	4/2
5th Company 1st HA Regiment												
4 x 6pdrs, 2 x 5.5" Howitzers												

The 14th Cavalry Division

1st Brigade

5th Cuirassiers	<input type="checkbox"/>	351	0/877	6/7	3	4	0	0	12	2	40	n/a
10th Cuirassiers												



2nd Brigade

6th Cuirassiers
9th Cuirassiers



352

0/697

6/7

3

4

0

0

12

2

40

n/a

Divisional Artillery

4th Company 3rd HA Regiment
4 x 6pdrs, 2 x 5.5" Howitzers

360

0/165

4

Special rule

2

6

10

6

Special rule

40

4/2

Summary

Infantry **0**
Cavalry **6,080**
Guns **24**

13 units under Divisional Commander

Marechal Marquis de Grouchy

DIVISIONAL COMMAND III Corps

General Dominique Vandamme
General Jean Revest **400**
Colonel Louis Doguereau

		Firing in line/close combat	Movement Square/line/ column/chge	Attack Score	Defence Score	Weapon Range (cells)	Ranged Weapons ROF (per turn)	Close Combat Strike Rate	Accuracy %	Morale	Number of Cannon/ Howitzer	Points Value
8th Infantry Division												
Ist Infantry Brigade												
15th Light Regiment 23rd Line	410	516/2322	1/2/3/3	1	2	2	10	10	2	40	n/a	
37th Line 64th Line	411	516/1935	1/2/3/3	1	2	2	10	10	2	40	n/a	
Artillery Capitaine Chauveau 7/6 Foot Artillery 6 x 6 pdrs + 2 x 5.5" Howitzers	403	0/200	2	Sp Rule	2	6	10	6	Sp. Rule	40	6/2	
10th Infantry Division												
Ist Infantry Brigade												
34th Line 88th Line	412	516/2322	1/2/3/3	1	2	2	10	10	2	40	n/a	

22nd Line		413	516/2322	1/2/3/3	1	2	2	10	10	2	40	n/a
70th Line												
2nd Swiss												

Artillery												
Capitaine Guerin												
18/2 Foot Artillery		404	0/200	2	Sp Rule	2	6	10	6	Sp. Rule	40	6/2
6 x 6 pdrs + 2 x 5.5" Howitzers												

11th Infantry Division

Ist Infantry Brigade

12th Line		414	516/1548	1/2/3/3	1	2	2	10	10	2	40	n/a
56th Line												

33rd Line		415	516/1548	1/2/3/3	1	2	2	10	10	2	40	n/a
86th Line												

Artillery												
Capitaine Lecorbeiller												
17/2 Foot Artillery		405	0/200	2	Sp Rule	2	6	10	6	Sp. Rule	40	6/2
6 x 6 pdrs + 2 x 5.5" Howitzers												

Corps Reserve Artillery												
(12 pdr guns)		406	0/200	2	Sp Rule	2	6	10	6	Sp. Rule	40	6/2
Capitaine Vollee												
1/2 Foot Artillery												
6 x 12 pdrs + 2 x 6" Howitzers												

Summary Infantry	11,997
Cavalry	0
Guns	32

10 units under divisional commander

Artillery												
Capitaine Saint-Cyr	431	0/200	2	Sp Rule	2	6	10	6	Sp. Rule	40	6/2	
1/5th Foot												
6 x 6 pdrs + 2 x 5.5" Howitzers												

14th Infantry Division

1st Infantry Brigade

9th Light	□	444	516/1548	1/2/3/3	1	2	2	10	10	2	40	n/a
111th Line												

44th Line	□	445	516/1548	1/2/3/3	1	2	2	10	10	2	40	n/a
50th Line												

Artillery												
Capitaine Billon	432	0/200	2	Sp Rule	2	6	10	6	Sp. Rule	40	6/2	
3/5 Foot												
6 x 6 pdrs + 2 x 5.5" Howitzers												

7th Cavalry Division

1st Cavalry Brigade

6th Hussars	424	0/875	7/8	2	3	0	0	10	2	40	n/a
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8th Chasseur-a Cheval	425	0/875	7/8	2	3	0	0	10	2	40	n/a
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6th Dragoons	426	0/875	7/8	2	3	0	0	10	2	40	n/a
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16 Dragoons	427	0/875	7/8	2	3	0	0	10	2	40	n/a
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Artillery												
Capitaine Tortel	434	0/170	4	Sp Rule	2	6	10	6	Sp. Rule	40	4/2	
3/3 Horse Artillery												
4 x 6 pdrs + 2 x 5.5" Howitzers												

Corps Reserve Artillery											
Capitaine Lenoir	435	0/230	2	Sp Rule	2	6	10	6	Sp. Rule	40	6/2
5/5 Foot											
6 x 12 pdr + 2 x 6" Howitzer											

VI CORPS DETACHMENT

21st Infantry Division

1st Infantry Brigade

8th Light	446	516/774	1/2/3/3	1	2	2	10	10	2	40	n/a
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2nd Infantry Brigade

65th Line	447	516/1161	1/2/3/3	1	2	2	10	10	2	40	n/a
75th Line											

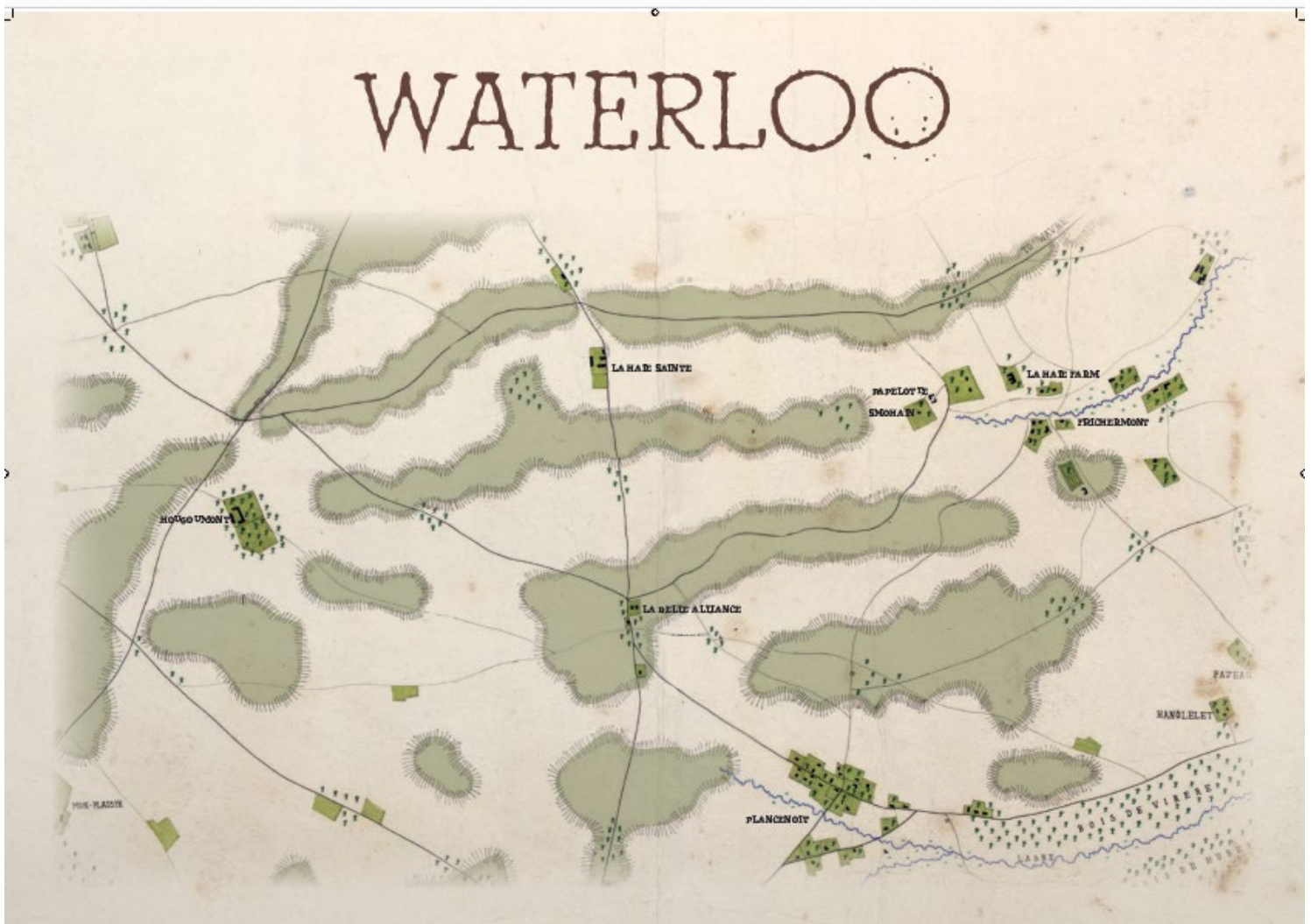
Artillery											
Capitaine Duverry	436	0/200	2	Sp Rule	2	6	10	6	Sp. Rule	40	6/2
3/8 Foot											
6 x 6 pdrs + 2 x 5.5" Howitzers											

Summary

Infantry	11,997
Cavalry	3,500
Guns	46

18 units under divisional commander

APPENDIX IV - WATERLOO MAP



The above map shows the main features of the battlefield