

ALDO GHETTI PARIS POLI

WATERLOO™

Enemy Mistakes

BICENTENARY EDITION 1815-2015



~ RULE BOOK ~



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Aldo Ghetti: laureato in Scienze politiche, è funzionario del Comune di Faenza (Ravenna),

dove vive felicemente con Anna, la moglie, Giada e Fabio, i figli. Nato l'1 Maggio 1952, ha cominciato molto presto a giocare con i "soldatini", divenendo poi negli anni uno dei massimi esperti di wargame tridimensionale. È stato per tanti anni Podestà della Giostra del Niballo e giudice di gara in giostre e palii in tutta Italia, ricoprendo anche l'incarico di Presidente della Commissione Tecnica della Federazione Italiana Giochi Storici. Pubblica svariati articoli di Storia e wargame e la passione del tridimensionale lo porta a sviluppare diversi regolamenti di gioco.



Paris Poli: nasce a Faenza (Ravenna) il 22 gennaio 1972.

Fin da bambino è appassionato di miniature e Storia e, diventato "grande", trova nel wargame il modo adatto per dare seguito a una sua grande passione. Da ventenne inizia a frequentare una interessante realtà culturale cittadina, dove incontra finalmente altre persone con cui condividere i suoi interessi: qui incontra Aldo Ghetti. Nel frattempo completa gli Studi Umanistici, proseguendo la laurea in Psicologia e successivamente specializzandosi in Psicoterapia. Oggi lavora nel settore sociale e recentemente ha pubblicato l'intrigante romanzo psicologico *Con le Mani nelle Cimici*.



DUCECENTO ANNI FA

Primavera 1815. Napoleone Bonaparte, dopo la fuga dall'isola d'Elba, è tornato al comando della Francia. La Settima Coalizione, l'alleanza militare costituita da Inglesi, Prussiani, Austriaci e Russi, sta mobilitando gli eserciti per fronteggiarlo ma Napoleone, radunato un esercito ai confini settentrionali (la cosiddetta Armée du Nord) si lancia all'attacco per primo con l'intento di battere i quattro eserciti nemici separatamente. Il piano prevede di incunarsi tra l'esercito prussiano e quello inglese, allontanando il primo e annientando il secondo.

18 giugno 1815, ore 9 del mattino, 5 chilometri a sud della cittadina di Waterloo, in territorio belga. L'esercito di Arthur Wellesley, duca di Wellington, formato da 68.000 uomini tra inglesi, olandesi e tedeschi, è schierato dietro la cresta di un leggero pendio, in attesa. Napoleone, forte di 72.000 soldati francesi, sta studiando il campo di battaglia, trasformato in un pantano dal temporale della notte precedente. Bisogna ritardare l'attacco nella speranza che il terreno si asciughi, altrimenti l'artiglieria perderà d'efficacia.

Un gioco per riscrivere la storia

Ore 11:30, non si può più aspettare. I cannoni francesi cominciano a bombardare, inizia l'ultima battaglia di Napoleone.

Il combattimento durò più di otto ore e le perdite furono spaventose (oltre 15.000 inglesi, 7.000 Prussiani e 25.000 Francesi): alla fine vinsero gli inglesi di Wellington grazie anche al sopraggiungere dell'esercito prussiano del feldmaresciallo Blücher. Napoleone fuggì illeso dal campo di battaglia, ma la sconfitta segnò la sua fine: il 15 luglio si arrese agli inglesi, venne arrestato ed esiliato nell'isola di Sant'Elena, in mezzo all'Oceano Atlantico, dove morì il 5 maggio 1821.

Questo è quello che ci dice la Storia, ma ora tocca a voi: *Waterloo: Enemy Mistakes* riporta indietro le lancette alle 11.30 di quel mattino e vi consegna il comando degli eserciti in campo. Ora avete il divertente privilegio di mettervi nei panni di grandi generali e di ripensare le strategie, di modificare le tattiche, di correggere gli errori.

Waterloo: Enemy Mistakes è un gioco da tavolo per 2/3 giocatori dai 13 anni in su che vi renderà protagonisti di un capitolo cruciale della storia europea.

Buon gioco e buon divertimento!

Importante: in questa confezione sono contenuti 3 fogli di cartone fustellati dai quali si ottengono tessere, segnalini e altri importanti componenti. Per la migliore riuscita della vostra esperienza di gioco, consigliamo di prestare la massima attenzione nell'estrarre i componenti, così come la loro futura conservazione. Il loro danneggiamento potrebbe influenzare il corretto utilizzo durante la partita.

COMPONENTS



Game Board made of 2 parts representing the Belgian area around Mont-Saint-Jean, which comprises La Haye Sainte, Hougomont, La Belle Alliance and Placenoit.

70 wooden colored markers



30 orange Formation Recovery



25 green Formation IN MOVEMENT



15 yellow Unit Shaken



1 white wooden turn counter



2 Initiative markers



124 Losses tokens



23 Smoke tokens

BLUE ARMY SET (french)



24 Infantry Unit tiles



13 Cavalry Unit tiles



Flag counter



Commander in Chief counter



7 General counters



11 Artillery Unit counters



11 Horse Team counters



2 blue wooden dice



36 wooden blue markers



Blue measurement ruler with line of fire (on the back)



Unit of Measurement

RED ARMY SET (english)



33 Infantry Unit tiles



11 Cavalry Unit tiles



Flag counter



Commander in Chief counter



4 General counters



7 Artillery Unit counters



7 Horse Team counters



2 Garrison counters



2 red wooden dice



26 wooden red markers



Red measurement ruler with line of fire (on the back)



Unit of Measurement

BLACK ARMY SET (prussian)



18 Infantry Unit tiles



9 Cavalry Unit tiles



Flag counter



Commander in Chief counter



3 General counters



5 Artillery Unit counters



5 Horse Team counters



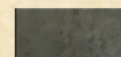
2 black wooden dice



21 wooden black markers



Black measurement ruler with line of fire (on the back)



Unit of Measurement

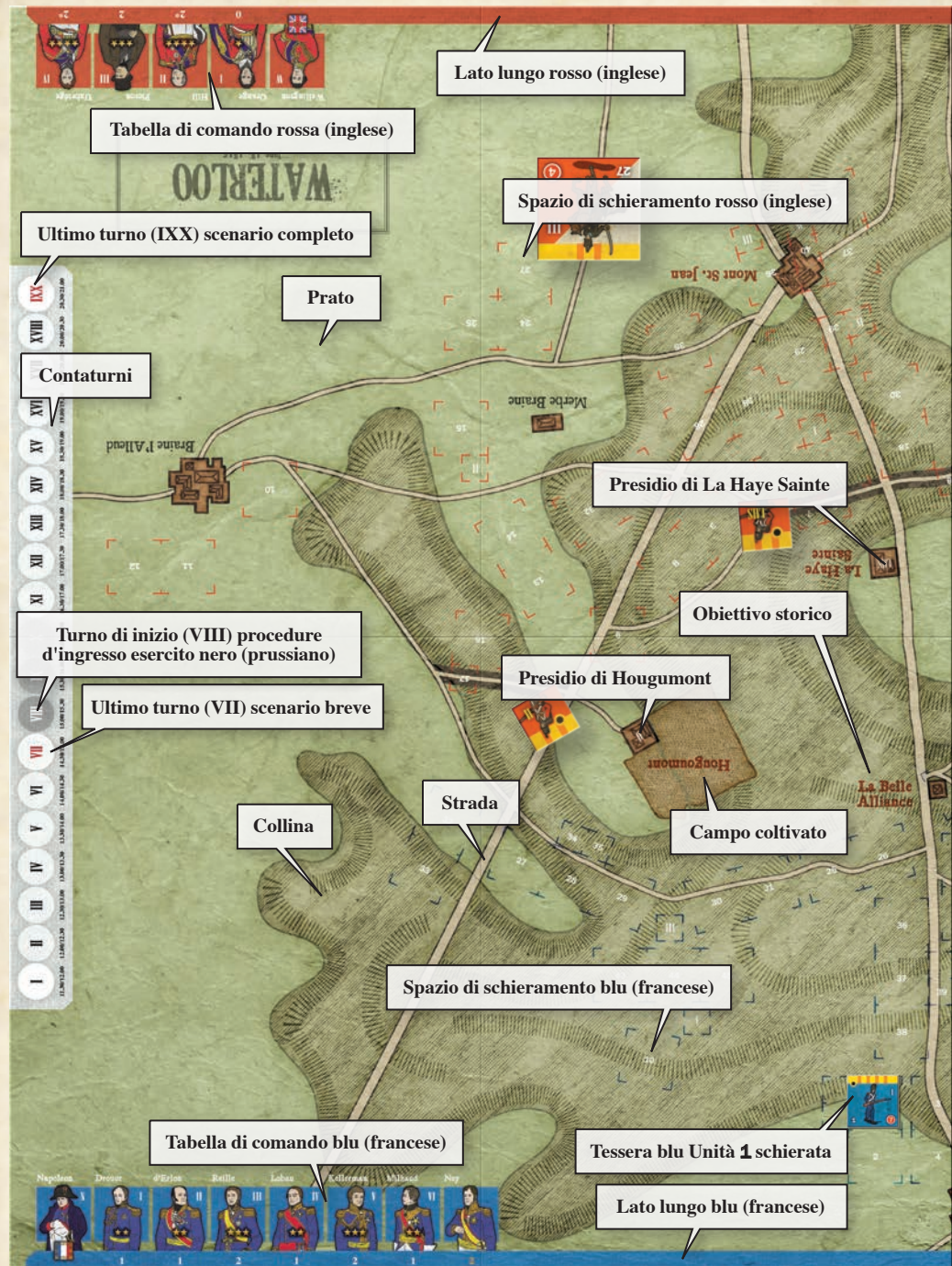
GAME PREPARATION

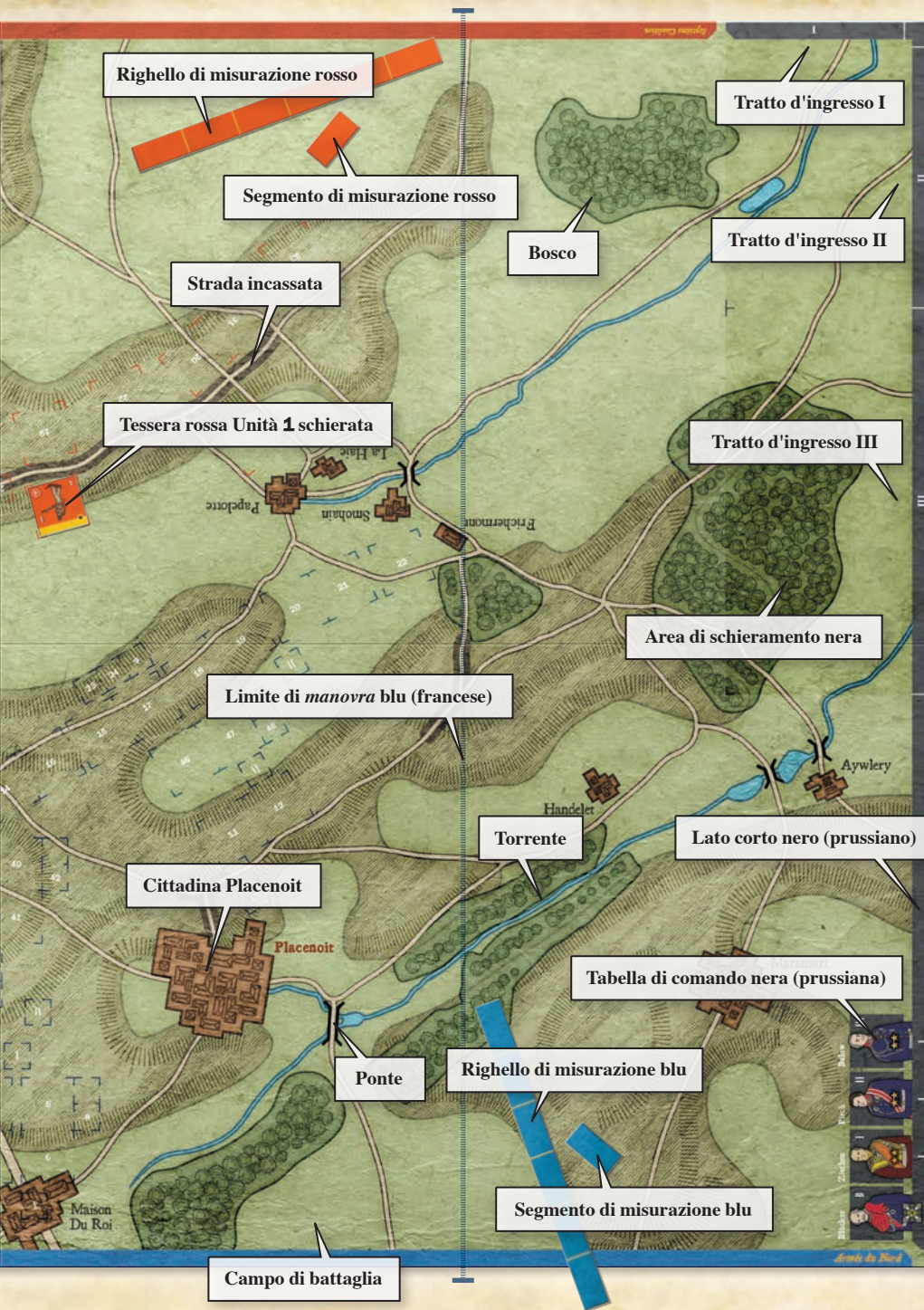
1 Put together the **game board** that represents the **battlefield**. The player controlling the blue French army will sit behind the **long blue side** of the board. The player controlling the red English army will sit behind the **long red side** of the board. If there is a player controlling the black Prussian army, that player will sit behind the **short black side** of the board. If there is no third player, the player controlling the red army will control the Prussian army (from turn VIII on) as well.

2 Every player takes their army set, composed of **tiles, counters, rulers, dice, and markers** of the appropriate color.

3 The blue and red players place their army tiles and counters on the map, following the historical indications represented on the game board. The player must place their army tiles and counters in the appropriate spaces indicated on the game board. The players must have their pieces correspond to the number and orientation of the units. This is to indicate the direction of the army front and the composition of the Formations (the adjacent spaces indicates the units in **contact**). Horse Team counters fastened to Artillery counters will instead occupy the spaces without associations. The 10 Horse Team counters (5 per army), not indicated on the game board are considered unfastened and are temporarily out of the game. The blue player will be left with the General **Ney** counter, which must be **attached** (only with the optional rule-see pg.7) to Unit **38**, by placing its counter on top of the Unit **38** tile. The red player must place the 2 Garrison counters in their respective spaces (II and LIII) to represent the soldiers in service at **Hougoumont** and **La Haye Sainte**.

4 Make a reserve for every other colored marker (**Orange, Yellow, and Green**): they will be used during the battle to indicate the status of the Units and the Formations, marking the related tiles and counters.





5 Make another reserve of the **Losses tokens** (red with white numbers). They will be used to count the Losses suffered by the Units due to the Damages caused by the effects of bombardment and combat.




6 Make another reserve of the **Smoke tokens** (grey). They will be used to indicate the Artillery Units that have bombarded.




7 Place the **white turn counter** on **space 1** of the **turn track** and assign the **Initiative marker 1** (gold) to the blue player (French). Keep the **Initiative counter 2** (silver) nearby. It will be used starting at turn VIII when the black army (Prussian) enters the battlefield.



VICTORY CONDITIONS

 If the **Napoleon counter (N)** is removed from the battlefield, the game ends and the red player is the winner.

 If the **Wellington counter (W)** is removed from the battlefield, the game ends and the blue player is the winner.

If neither of these conditions are met, the battle concludes at the end of turn XIX and the points are tallied, the player with the most points is the winner. The points are tallied by counting the Victory points (printed on the back of the pieces) of the tiles and counters removed from the board by the enemy army and adding any possible Victory points awarded for the conquest of certain historical objectives (see pg 18).

We are ready to begin!



Le forze in campo

Armée du Nord



L'esercito francese (esercito blu) schiera sul campo di battaglia 72.000 uomini: 49.000 fanti, 16.000 cavalleggeri e 7.000 artiglieri con 246 cannoni. Napoleone Bonaparte ha quasi cinquant'anni e la sua salute non è delle migliori, ma ha un'immensa fiducia nel suo ottimo esercito di veterani e soldati esperti e nel suo genio militare, tanto da proclamare: «Abbiamo novanta possibilità su cento!» Il piano è quello di colpire il lato destro dell'esercito inglese attaccando la fattoria di Hougoumont per far credere in pericolo la linea di rifornimento con Liegi e l'Inghilterra. Una volta che Wellington sbilancerà le sue truppe a destra, l'Armée du Nord sferrerà un massiccio attacco al centro a e sinistra in modo da aprirsi la strada verso Bruxelles.

Septième Coalition



L'esercito inglese (esercito rosso) schiera 68.000 uomini: 50.000 fanti, 12.000 cavalleggeri e 6.000 artiglieri con 156 cannoni. In realtà, meno di un terzo è composto da soldati britannici. Wellington, soprannominato il "Duca di ferro", è consapevole di guidare un esercito disomogeneo e per molti versi inferiore a quello francese. È lui stesso a dirlo: «un'armata infame, molto debole, male equipaggiata». Proprio per questo cerca di sfruttare al meglio le sue carte, schierando gran parte degli uomini dietro il crinale di un leggero pendio: questa posizione sopraelevata permette di scorgere la disposizione delle truppe nemiche senza rivelare la propria, ma soprattutto tiene i propri uomini al riparo dal fuoco diretto delle artiglierie. A completamento di questa strategia difensiva, Wellington ha stabilito delle roccaforti nelle tre fattorie di Hougoumont, La Haie Sainte e Papelotte, nella speranza che i prussiani di Blücher arrivino in tempo per dargli man forte: «mi ha detto che sarebbe venuto, verrà».

Armée du Bas-Rhin



L'esercito prussiano (esercito nero) è in marcia già dalla notte: circa 70.000 soldati si stanno dirigendo a ovest alla massima velocità per raggiungere il campo di battaglia e ricongiungersi con l'esercito inglese. Con il freddo, la pioggia e il fango è un'impresa tutt'altro che facile, ma il feldmaresciallo Gebhard von Blücher è determinato. Il "generale Avanti", così lo chiamano i suoi soldati, ha più di settant'anni e il primato di sconfitte per mano francese: non avrà grandi qualità di stratega, ma di sicuro ha lo spirito combattivo di un vecchio mastino e un conto in sospeso con Napoleone.

INTRODUCTION

In *Waterloo: Enemy Mistakes* every player is assigned a **color: blue, red, or black**. **Blue** represents the French army, **red**, the English, and **black**, the Prussian. If there are only **two players**, the red player also controls the black Prussian army, starting from turn VIII on. If there are **three players**, each one plays as their own color. The red (English) and black (Prussian) players are allied against the blue (French) player.

Players lead their armies to battle. Armies are composed of a **Commander in Chief** (represented by the **N** blue, **W** red, and **B** black counters), **Generals** (also represented by counters) that command their appropriate **Army Corps** made of **Formations** composed of **Units** (represented by tiles and counters).

Commanders in Chief



Each army possesses one **Commander in Chief**: **Napoleon (N)** for the blue (French) army, **Wellington (W)** for the red (English) and **Blücher (B)** for the black (Prussian) army. In this game, the Commanders in Chief are represented on the game board, in the **Command table** of each army, and on the battlefield as **square counters** with **15 mm** sides.

The Commander in Chief does not have his own Army Corps but can *attach* himself to any Formation in his army (see Attach pg.7) and must follow the same rules as the General ★★★★★. At the end of each turn, the unused markers of each color by the Commander in Chief in the command table are removed and are returned to the player's reserve.

Commander in Chief Blücher



If the Commander in Chief, **Blücher (B)**, of the black (Prussian) army is removed from the battlefield, then the black player, each turn during Initiative Phase 1, **CANNOT** roll the die to obtain the markers of his own color (he obtains, in any case, the markers guaranteed by the modifier for each General still on the battlefield).

Generals



In this game, the **Generals** are arranged together on the game board, in the command table of each army, and are represented on the battlefield by their related **square counters** with **15 mm** sides. The blue (French) army has 7 Generals, numbered from **I** through **VI** plus General **Ney**; the red (English) army has 4 Generals, numbered from **I** through **IV**; and the black (Prussian) army has 3 Generals, numbered from **I** through **III**. Each General (except **Ney**) is assigned a roman numeral that identifies him within his own army and affiliates him to the Units of his Army Corps.

Army	General	Rank	Command points	Army Corps
	Drouot	★★	1	I
	d'Erlon	★★	1	II
	Reille	★★★	2	III
	Lobau	★★	1	IV
	Kellermann	★★★	2	V
	Milhaud	★★	1	VI
	Ney	★★	2	-
	Orange	★	0	I
	Hill	★★★★	2*	II
	Picton	★★★	2	III
	Uxbridge	★★★★	2*	IV
	Ziethen	★★	1	I
	Pirch	★★	1	II
	Bulow	★★	1	III

Each General has a **rank**, indicated by the stars, which determines the ability to command and the number of **Command points** that he can *generate*. The *generated* Command points CANNOT be split to issue Orders to more than one Formation of his own Army Corps (except ★★★★★ Generals). Each General can ONLY issue Orders to Formations of his own Army Corps.

If a General is removed from the battlefield, his **Substitute General** enters the game (See the procedure on pg.12). The Substitute Generals are printed on the back of the General counters (except General Ney).

General Ney



Optional rule. The record of this battle portrays the figure of General Ney as a peculiar character. Introduce General Ney in the blue (french) army if you have experienced players, starting from point 3 of the Game Preparation, *attaching* him to Unit **38** in the Formation with Units **36, 37, and 39**. He DOES NOT have his own Army Corps so his counter has no numerical affiliation. He DOES NOT *generate* Command points and his Commander in Chief (N) **must give him 2 blue markers every turn**. He can be *attached* to any Formation of the blue (french) army, except those of Army Corps I. The Formation, that General Ney is attached to, CANNOT receive Orders from the General of that Army Corps. During the End of Turn subphase 3.4, all of the blue markers kept by General Ney, in the box of the command table, must be removed.

Important: if General Ney is removed from the battlefield, a **Substitute General** DOES NOT replace him. His Commander in Chief (N), every turn, must lose the 2 blue markers that he would have assigned to Ney. If General Ney is not introduced into the game, do not use his counter and ignore his related box in the command table.

Army Corps

In this game, each General commands an assigned **Army Corps** composed of a certain number of Units, connected by the same Roman numeral. The Formations in an Army Corps, during the battle, follow only the Orders *issued* by their own General, except under special circumstances. If all of the Units of an Army Corps are removed from the battlefield, their General is *eliminated* and CANNOT be substituted.

Formations

In this game, all of the Units on the battlefield are also defined as “Formations”. A **Formation is then composed of 1 or more Unit tiles and counters of the same Army Corps placed in contact (even by corners) with the fronts facing the same direction**. Units in a Formation act together upon an Order *issued* by their General **or** by the *attached* Commander in Chief (**or**, only for the blue –french– army, by *attached* General Ney).

Players may organize their own Formations, as they like. Each Formation will have a **front width** value and a **depth** value.

Front width and depth of Formations

The number of Unit tiles and counters that are **adjacent** and in **contact** determines the **front width** of a Formation. This value determines the Formations’ ability to *Advance* and *Charge* during *maneuvers*: which is the maximum units of measurement that a Formation can travel.

- **Front width of 1 Unit:** the Formation may *Advance/Charge 4*;
- **Front width of 2 Units:** the Formation may *Advance/Charge 3*;
- **Front width of 3 Units:** the Formation may *Advance/Charge 2*;
- **Front width of 4 or more Units:** the Formation may *Advance/Charge 1*;

When determining Formations’ *Advance* and *Charge* abilities, Artillery Unit counters still count as 1 for the calculation of their Formation’s **front** width.

The number of Unit tiles and counters that are **columned** together, and are in **contact**, determines a Formation’s **depth**. The depth DOES NOT modify the Formation’s ability to *Advance* and *Charge*.

The Formations of different Army Corps in **contact** are considered united, but each one must have its own orange or green markers. **United** Formations must calculate together their own **front** width and depth.

Attaching

In the Assignment phase 3.1, in order to *attach* a General to a Unit in its Army Corps, you must place his counter on top of that Unit tile or counter. When *attaching* it, the General cannot move more than 2 units of measurement. When *attaching* the Commander in Chief, follow the same rules as when attaching Generals.

A Formation can have only 1 General (or the Commander in Chief) *attached* to it. Each Unit that is in the Formation with the Unit that has an *attached* General will use his combat modifiers. Whenever an *attached* General participate in combat, all markers – of its color – stored in his box of the command table, are removed and placed in reserve.

If a Unit is moved in a space occupied by a General (or Commander in Chief) counter of its army, the General is then *attached* if the Unit belongs to his Army Corp (the Commander in Chief will ALWAYS *attach*). Otherwise, the counter must be moved the **least distance necessary** to occupy a free space.

If the Unit, to which a General is *attached*, takes Damage due to bombardment **or** participate in combat, then its controlling player **must roll 2 dice, taking into account the modifiers below**. If the **modified result is 1 or less** the *attached* General is then *eliminated* and, in the next turn, must be substituted (see pg.12).

Dice modifiers

- 2 if the General is ★★★★★ or higher **or** if he is the Commander in Chief
- 2 if the Unit is *Routed*
- 1 if the Unit is *Shaken*
- 1 if the General is ★★
- 1 if the Unit has already participated in *melee*, in the same turn

Unattached Generals

A General (or Commander in Chief) that is NOT *attached* CANNOT be the target of bombardments.

If an *unattached* General (or Commander in Chief) is the target of a combat, his controlling player **must roll 1 die, taking into account the modifiers below**. If the **modified result is 1 or less** the General is *captured* and, in the next turn, must be substituted (see pg.12); if a Commander in Chief (except **Blücker**) is captured then the game ends. Otherwise, the counter can be moved up to 2 units of measurement.

Die modifiers

- 1 if the enemy is a Medium or Heavy Cavalry Unit
- 2 if the enemy is a Light Cavalry Unit

Cronologia dei preparativi per la battaglia

01:00 – Napoleone Bonaparte riposa alla fattoria di Le Caillou, ma non riesce a prendere sonno. Si alza e a cavallo, sotto la pioggia, raggiunge gli avamposti francesi per osservare le linee nemiche.

02:00 – Il Duca di Wellington riceve dal feldmaresciallo Blücher la notizia che il IV Corpo d'Armata prussiano del Conte Bülow Von Dennewitz marcerà al mattino da Wavre a Mont-Saint-Jean, seguito da altri due Corpi.

03:30 – Napoleone riceve il rapporto degli ufficiali in perlustrazione e degli agenti segreti infiltrati: Wellington è fermo nelle sue posizioni e gli accampamenti sono silenziosi. Il timore di un ripiegamento inglese è infondato. «Questo piccolo inglese ha bisogno di una lezione».

04:00 – Il cielo comincia a schiarirsi e il IV Corpo d'Armata prussiano di Von Bülow comincia a muoversi da Dion-Le-Mont verso Wavre. Napoleone riceve un dispaccio del maresciallo Grouchy in cui è scritto che l'esercito di Blücher sta stazionando intorno a Wavre. Napoleone non risponde. Intanto, sulla piana di Mont-Saint-Jean, i soldati di entrambi gli eserciti, infreddoliti, cercano di dormire all'aperto, sul terreno fangoso, sotto una pioggia battente senza alcun riparo.

05:00 – Napoleone invia un ordine al maresciallo Soult: l'esercito deve essere pronto alla battaglia per le 9 precise, e non più per le 6:00 come previsto inizialmente. La speranza è quella che il terreno si asciughi evitando il rallentamento delle truppe.

06:00 – I soldati della Septième Coalition, dopo aver asciugato e controllato le armi, prendono posizione sul basso pendio di Mont-Saint-Jean, sotto il comando diretto di Wellington.

06:30 – Wellington, in sella al suo cavallo Copenaghen, passa accanto al bivacco del 95° e chiede ai fucilieri una tazza di tè ben zuccherato che beve in fretta senza smontare di sella. I soldati francesi cercano di rifocillarsi con zuppa calda e pane. Dalle linee inglesi giunge il suono di cornamuse.

08:00 – Dopo essersi rasato, Napoleone fa colazione a Le Caillou con alcuni ufficiali tra cui Soult, Drouot, Ney, Reille, Bertrand e d'Erlon, dimostrandosi fiducioso della vittoria. L'attacco viene posticipato alle 13:00, il terreno è ancora troppo bagnato.






09:00 – Finalmente smette di piovere ed esce un timido sole. L'esercito inglese ha completato lo schieramento; dei francesi, invece, sono in posizione solo il I Corpo d'Armata di d'Erlon, la I, la III e la V Divisione di Cavalleria di


Units

Each army has three **types** of Units: **Infantry**, **Cavalry** and **Artillery**. Tiles and counters placed on the game board, represent the total area occupied on the field by troops. This includes the empty spaces between soldiers that was actually needed to maneuver or change Formation structure. During the battle each Unit will have yellow or green markers as needed.

The Infantry and Cavalry Unit tiles and the Artillery Unit counters show – beside depicting the military uniform of the soldier (or the cannon of an Artillery Unit) – important characteristics related to their use in the game.

Front: indicates the orientation. The Unit's ability of bombardment and combat is expressed through the **front**. The other sides of the tile or counter are the **flanks** and the **rear**. The **class** of the unit is indicated in the **front**.

				
Guard	Élite	Veterans	Regulars	Recruits




● **Victory Points** gained by removing the Unit from the battlefield.

● Indicates the **Army Corp** and connects the Unit to the General capable of issuing its Orders.

● Indicates the capability to sustain **Losses** before being **eliminated**.

● **Identifies** the Unit in its army and its deployment. If the number is yellow, it then indicates specific characteristics.



● Historical informations.

In this game, the **Infantry and Cavalry Units** are represented by **30 mm square tiles**. Each Unit corresponds to a regiment, brigade, or division.



Infantry Units: represent a number of between 1.500 and 2.500 foot soldiers. The tiles are easily recognizable because their background is the color of its army (blue, red or black). The posture of the soldier and the symbol ● indicates their Fire

Discipline, the ability to inflict losses to the enemy by use of firearms.



Normal



Good



Optimal



Cavalry Units: represent a number between 800 and 1.200 horse soldiers. The tiles' background has a two color diagonal pattern. The top half is white and the bottom half is the color of the army (white/blue, white/red or white/black). The posture of the

horse and its rider indicates the type of Cavalry.



Light Cavalry



Medium Cavalry



Heavy Cavalry



To represent Artillery Units, there are two types of **15 mm square counters** (half the size of a tile). One type of counter represents the Horse Team and the other represents the firing pieces (the Artillery Unit itself). An Artillery Unit unfastened from the Horse Team (and capable of bombarding or *supporting* in combat) is represented only by the counter with the cannon figure. Temporarily remove the Horse Team counter from the battlefield when it's unfastened from its Unit.



Artillery Unit: an Artillery Unit on Foot represents a number of cannons (8 or 12 lb) between 12 and 24. An Horse Artillery Unit, instead represent a number of cannons (4 or 6 lb) between 24 and 48. Three different pictures represent the two different type of Artillery and the Horse Team.



Artillery on Foot



Horse Artillery



Horse Team



Horse Artillery Units, differently from the Artillery on Foot, cannot bombard (except Units **39** and **40** of the red English army), but they can perform *special maneuvers* (see pg. 15). Horse Artillery Units do not reduce the *Advance/Charge* ability of the Light Cavalry Units in the same Formation.

The Garrisons of Hougoumont and La Haye Sainte



History records recount that English troops were garrisoned in the posts of Hougoumont and La Haye Sainte. The garrisons are represented in game by the red Garrison counters **Hougoumont (II)** and **La Haye Sante (LHS)**.

Garrisons DO NOT follow the rules of other Units. Garrisons are represented by square (15x15 mm) counters but they are NOT Artillery Units. They instead represent Infantry Units with **good** Fire Discipline and are of **Veteran** class.

The Garrison's combat ability and *engagement* area is expressed **through ALL sides** of the counter, even when enemy Units occupy its area of *engagement*. The *front* is marked ONLY to indicate the Unit class. Garrisons can NEVER be moved (ignore Withdraw or Retreat effects). Combats involving Garrisons ignore the Result phase. All of the enemy Formations still in contact with a Garrison at the end of the *melee* must **Withdraw 1**. The **Hougoumont** Garrison (II) is **eliminated** if it is **Routed**. **La Haye Sante (LHS)** is **eliminated** if **Routed** or in **Retreat** as result of *melee* (if it is in **Retreat** as result of bombardment it receives only one yellow marker, unless it already has one).

Colored Markers

During the battle, tiles and counters are marked with colored pieces, placed clearly on top of Units or Formations. Each color represents a different status:



Green: Formations marked in green are **IN MOVEMENT** and are therefore capable of performing *maneuvers*; a Formation receives the green marker when its General (or the *attached* Commander in Chief) issues the Order **PUT IN MOVEMENT**;



Orange: Formations marked in orange are **in Recovery** and CANNOT follow Orders (beside **Recovery**) nor can they execute *maneuvers*; 1 orange marker must be removed at the end of the turn. If a Formation receives an orange marker, then remove the green marker, if present. A Formation receives two orange markers as per the effect of combat;



Yellow: Units with a yellow marker are **Shaken**. In order to remove 1 yellow marker the General (or the *attached* Commander in Chief) must issue the Order **RECOVERY**; if the Unit receives a second yellow marker it's **Routed** and, at the end of the turn, is **eliminated**. Units may receive a yellow marker as a result of many effects in the game.

Jacquinot, Domon e Subervie, il IV Corpo di Cavalleria di Milhau e la Divisione di Cavalleria Pesante della Guardia. La fanteria della Guardia è ancora ferma ai bivacchi presso Maison-du-Roi, mentre il II Corpo d'Armata di Reille è in marcia presso Caillou. Gli ufficiali di artiglieria fanno sapere a Napoleone che ora ritengono possibile manovrare i loro cannoni.

10:00 – Napoleone ispeziona il campo di battaglia, acclamato dalle truppe, e finalmente invia un messaggio di risposta a Grouchy, ordinandogli di raggiungere Wavre.

10:30 – Napoleone avvista con il cannocchiale quella che crede essere l'avanguardia di Grouchy: in realtà si tratta del IV Corpo d'armata prussiano di Bülow.

11:00 – Blücher lascia Wavre dirigendosi verso Mont-Saint-Jean. Wellington stabilisce il suo quartier generale presso un olmo isolato all'angolo sud-ovest del crocevia sulla cresta di Mont-Saint-Jean. Napoleone termina l'ispezione delle truppe e del campo di battaglia: ritiene che il terreno si sia asciugato a sufficienza, quindi decide di dare inizio alle operazioni e detta il piano di battaglia, che prevede un attacco diversivo sull'ala destra britannica e un attacco principale al centro, preceduto dal fuoco di un grande raggruppamento di artiglieria, per sfondare le linee nemiche e occupare velocemente Mont-Saint-Jean.

11:30 – L'artiglieria della Guardia Imperiale spara le tre salve che segnano l'inizio della battaglia. Venti chilometri più a est, davanti alla cittadina di Wavre, il maresciallo Grouchy sta terminando la sua colazione.

La battaglia di Waterloo è cominciata, ma questa volta le sue sorti sono completamente nelle vostre mani.

Fatevi onore!

Understanding the game board

Terrain types: the varied types of terrain in the battlefield are indicated on the game board by different colored fillings with clearly defined borders. If tiles and counters touch the border of a type of terrain then the Unit or Formation is also considered to be on that terrain.

Command table: each army has its command table on the game board to store the markers of its color. Put the markers, not used during Initiative, in the Commander in Chief box (**Napoleon, Wellington and Blücker**). During the Assign subphase 3.1, the markers may be moved into the Generals' boxes in order to be *transformed* into Command points.

Elements out of field: the turn track, the command tables, the colored sides (short and long) are not part of the battlefield: if an Unit touches, even partially, any of the above elements then it is *out of field* (see pg. 11).

Deployment area of the black (prussian) army: the part of the game board that extends from the entrance sections on the black side, forms a deployment area (in a darker shade see pg. 5) marked by black tracts. This area is used by the black (prussian) player to deploy his pieces following the entrance procedure of its army (pg. 11).

Maneuver limit: the blue (french) army Units cannot execute *maneuvers* to the right of the imaginary line that runs along the fold of the game board (see pg. 5) until the first Units of the black (prussian) army are deployed. This special rule is inspired by historical events: the french troops ignored this area of the battlefield until the allies of the english army were spotted.

The Battlefield

The **battlefield** on the game board is composed of two categories of terrain: **area** or **linear**. Grouped under these categories are different types of terrain, each one with specific characteristics that affect the battle.

Area Terrain

Area terrain gives modifiers to bombardment, combat and *maneuvers*. The modifiers depend on the position of the unit in respect to the terrain. The **combat modifiers** of the **area** terrain are applied to Units that are **entirely** placed inside that type of terrain. The **maneuver modifiers** of the **area** terrain are applied to all of the Formations that are moving across it, even partially.



GRASS: no modifiers.



HILLS - Modifiers to bombardment and combat: +1 to Units in defense NOT IN MOVEMENT (without a green marker). It modifies the **line of fire** (see Bombardment at pg. 12).



WOOD - Modifiers to bombardment and combat: +1 to Infantry Units in defense NOT IN MOVEMENT (without a green marker); -1 to Cavalry Units in *melee*. **Maneuver modifiers:** the *maneuvers* executed across the Wood, even partially, cannot surpass one Unit of Measurement.



FARM FIELD - Modifiers to bombardment and combat: +2 to Infantry Units in defense NOT IN MOVEMENT (without a green marker); -1 to Cavalry Units in *melee*. **Maneuver modifiers:** the *maneuvers* executed across Farm Field, even partially, cannot surpass 2 units of measurement.



TOWN - Modifiers to bombardment and combat: +2 to Infantry Units in defense NOT IN MOVEMENT (without a green marker); -1 to Cavalry Units in *melee*; -2 if the target of bombardment is completely inside the Town; **Placenoit** Town modifies the **line of fire** (see Bombardment at pg. 12). **Maneuver modifiers:** Units that execute *maneuvers* across the Town, even partially, are treated as if they already moved 1 unit of measurement.

Linear Terrain

The **bombardment and combat modifiers** of **linear** terrain are applied to Units in defense that are NOT IN MOVEMENT (without a green marker). The tile **or** counter must be in **contact** with the terrain element and the bombardment or combat **front** must touch, even partially, the terrain element. The **maneuver modifiers** of the **linear** terrain are applied to all of the Formations that are moving across, even partially.



ROAD - Maneuver modifiers: the Formations with **front** width of 1 which **start** a *maneuver* in **contact** with a Road do not suffer limitations from other types of terrain (except the Bridge) for as long as they are in the Road.



SUNKEN ROAD - Modifiers to bombardment and combat: A Sunken Road block the bombardment **line of fire**. **Maneuver modifiers:** *maneuvers* across a Sunken Road are reduced by 1 unit of measurement.



TORRENT - Modifiers to combat: -1 to Units that cross the Torrent whilst executing a **Charge**. **Maneuver modifiers:** *maneuvers* through a Torrent are reduced by 1 unit of measurement. Artillery Units that cross the Torrent become **Shaken** (they receive 1 yellow marker).











BRIDGE - Maneuver modifiers: Along with the other terrain rules, only Formations with a **front** width of 1 can perform *maneuvers* across a Bridge. Units in a Formation that executes a **Charge maneuver** across the Bridge are temporarily **Shaken** (they DO NOT receive a yellow marker) and CANNOT give **support** to the ensuing combat.

HOW TO PLAY

The battle on the 15th of June 1815 was extremely long and bloody. One complete game of *Waterloo: Enemy Mistakes* is composed of 19 turns. Each turn represents a half-hour of the battle that started at 11:30 and ended at 21:00. On turn VIII, the black (prussian) army is introduced to the battle, according to the entrance procedure. The consequences of bombardment and combat may end the complete historical scenario before turn XIX. Each turn is divided into 3 sequential phases: **Initiative**, **Bombardment**, and **Execution**.

... TURN SEQUENCE ...

Entrance of the black (prussian) army

In the beginning of turn VIII, the black (prussian) player must roll 1 die: If the result is  or  the player must execute the entrance into the battlefield. Otherwise, he must repeat the procedure in every subsequent turn whilst lowering the valid result by 1 (for example: , , or  on the second try, ,  or  on the third, etc...).

When the black (prussian) army obtains the entrance into the battlefield, its player must deploy Commander in Chief **Blücher** (B) and General **Bulow** (III) with his Army Corps on the battlefield, inside the deployment area, with Formations in *contact* with entrance section III. At the start of the **subsequent turn** the black player must deploy General **Pirch** (II) with his Army Corps in the same way, with Formations in *contact* with entrance section II. The same operation is repeated on the **subsequent turn** with General **Ziethen** (I) and his Army Corps in *contact* with entrance section I. After entering the battlefield, the black army follows the normal rules.

1. Initiative



In this phase, each player receives a number of markers from the reserve of his own color. To calculate this number, each player rolls 1 die and then adds the number of his General counters associated with an Army Corps (therefore do not count General Ney), still on the battlefield, to the result.

In the first turn, the players will not compete for Initiative, because it is assigned, by Preparation, to the blue (french) player. Therefore, each player will place all of the markers, of his own color, in the Commander in Chief box, on the Command Table of his army.

From the second turn on, each player will compete to win Initiative: after receiving the markers of his own color, each player will secretly choose a number of markers (not less than 1) to bet, in order to win Initiative 1 (markers not used in the bet for Initiative will be *transformed* into Command Points). Each player must individually bet without any prearrangement between allies.

Winning Initiative 1 allows the player to act first in the next two phases of the turn.

Important: all the markers bet to compete for Initiative will be lost (and placed back in the reserve).

When all of the players are ready, they will show their secret bets. **The player revealing the highest number of markers in his bet will win the Initiative for his army.** He will receive Initiative marker 1 (gold) and become the first player to act during this turn. **He also receives, as a reward, two extra markers** from his own reserve to add to the markers that he did not bet. If the black (prussian) army is on the battlefield, the player with the second highest bet will then receive Initiative marker 2 (silver) and **1 extra marker from his own reserve.** He will be the second player to act in this turn.

Important: in the case of a draw between two or more players, the player with the highest Initiative in the previous turn wins the Initiative marker.

Executing the entrance

Once the black (prussian) player passes the entrance roll, he must deploy the Commander in Chief **Blücher** (B), General **Bulow** (III), and all of the Units of his Army Corps, on the battlefield, inside the deployment area (see pg. 5). He can freely organize his Formations as long they each have at least one Unit in *contact* with entrance section III. He can choose to *attach* the General or the Commander in Chief. All the Formations deployed will receive a green marker.

Similarly, at the start of the **subsequent turn**, the black player must deploy General **Pirch** (II) and all of the Units of his Army Corps, on the battlefield, inside the deployment area. These Formations must be in *contact* with entrance section II.

The same operation is repeated on the **subsequent turn** with General **Ziethen** (I) and the Units of his Army Corps, which must be in *contact* with entrance section I.

Effects of Unit removal

Elimination: a Unit or General that is *eliminated* must be immediately removed from the battlefield. Once a Unit in a Formation is *eliminated*, the other friendly Units in the same column become *Shaken* (they will receive 1 yellow marker if they don't already have one). *Eliminated* Units will be tallied up at the end of the game by the value of their Victory points.

Capture: a Unit or General that is *captured* must be immediately removed from the battlefield. They are put away separately because, in the tally at the end of the game, the value of Victory points of the *captured* pieces will be doubled.

Out of field: a tile or counter that comes out of the battlefield, even partially, is considered *out of field* and must be immediately removed. They are put away separately because, in the tally at the end of the game, the value of Victory points of the *out of field* pieces will be halved (rounded down).

Bombardment effects table

2	All Units supporting and executing the bombardment receive a Smoke token. The Unit that executed the bombardment is also Shaken (receives 1 yellow marker).
3/5	All Units supporting and executing the bombardment receive a Smoke token.
6/7	All Units supporting and executing the bombardment receive a Smoke token. The target of the bombardment suffers 1 Damage.
8/10	All Units supporting and executing the bombardment receive a Smoke token. The target of the bombardment suffers 2 Damage and must Withdraw 1 . If the controlling player cannot or does not want to Withdraw 1 , the Unit is Shaken (receives 1 yellow marker).
11+	All Units supporting and executing the bombardment receive a Smoke token. The target of the bombardment suffers 2 Damage, 1 Loss, and must Retreat (must Withdraw 1 and receives 1 yellow marker).

Dice modifiers

- 1 if the Artillery Unit is **Shaken** (yellow marker)
- 1 if the bombardment target is completely inside a Wood
- +1 if the bombardment target Unit is in column with 1 or more Units
- +1 if the bombardment target receives fire on the **rear**
- +1 for each friendly Artillery Unit in **support**

Suffering Damages

1 Every time that a Unit suffers Damage as per the effect of bombardment, its controlling player must roll 1 die. ONLY if he rolls a or will he suffer 1 Loss. The Loss is indicated with the proper token placed on the tile or counter. If a unit reaches his capacity to sustain Losses, that unit is **eliminated**.

Substitute Generals



At the end of Initiative phase 1, the players, who had Generals removed from the battlefield, must determine, in order of Initiative, the Substitute Generals. The player **rolls a die and if the obtained result is or , he must place the Substitute General counter within two units of measurement from any Unit in his Army Corp.** With any other die result, the related Army Corps remains without command during the turn. If a substitution attempt fails, it will be repeated each subsequent turn lowering the valid results by 1 (for example: , , or on the second try, , , or on the third, etc...). The characteristics of all Substitute Generals are: **rank** ★ and **generated Command points** 0 (zero). These are also printed on the counter, whilst the values of the related command table must be ignored for the rest of the battle.

2. Bombardment

Following the order of Initiative, the players can execute bombardment, with all Artillery Units on Foot, unfastened, and without a Smoke token. Once all of the players have had this opportunity this phase ends and they move to the next.

Executing the bombardment

The current player may choose a target of bombardment, for each unfastened Artillery Unit on Foot in his army. The target must be an enemy Unit in its line of fire (even partially). The **line of fire** is placed in contact with the **front** of the Artillery Unit, making sure to not alter the position of the counter on the battlefield. Units marked with a Smoke token or that occupy an enemy area of **engagement** CANNOT execute a bombardment. **Unattached** Generals or **unattached** Commanders in Chief CANNOT be targets of bombardment.

Line of fire and visibility

The **line of fire** is represented by the gray ruler, (on the back of each ruler of measurement) which is as wide as the **front** of a counter (15 mm) and is 6 units of measurement (maximum distance of 180 mm) long.

A Unit CANNOT be a target of bombardment if it is NOT **visible**. A target Unit is NOT **visible** if the entire width of the **line of fire** crosses a Unit, **or** a Sunken Road, Hill, Wood, or **Placenoit** Town, unless the target Unit is on that terrain.

The player must roll **2 dice: modifiers (see table) to the final result of the bombardment will be applied ONLY if the unmodified result of the roll is higher than 5**. Apply the effects listed in the Bombardment effects table according to the final result of the bombardment.

Exception: When executing a bombardment, Artillery Units that are entirely inside a Hill may ignore Units (friendly or enemy) that cross their **line of fire**.

Support: Unfastened Artillery Units on Foot that share the same bombardment target can **support** another Unit's bombardment as opposed to executing their own.

The Grand Battery of General d'Erlon

The Artillery Formation of the blue (french) army composed of Units **23**, **24**, and **9** represents the **Grand Battery** under the command of General **d'Erlon** (II). It follows special rules: when a Unit from the Grand Battery executes a bombardment, it adds +1 for every other Artillery Unit in **contact**.

3. Execution

This phase, compared to the others, is very complex, pay attention!

The Execution phase is composed of 5 subphases: **3.1 Assign**, **3.2 Issue Orders**, **3.3 Maneuver**, **3.4 Combat**, **3.5 End of Turn**. During each subphase, every player acts in order of Initiative. Once all players have acted in a subphase, the subphase ends and a new one begins. This process is repeated until the turn ends and a new turn begins.

3.1 Assign

The current player may assign the markers of his own color, on the command table, from the Commander in Chief, to the Generals of his own army. The player will move the markers in the related box. These markers can then be *transformed* into Command points as needed. **It is not possible to assign more than 2 markers per General.** At the end of turn, **each General CANNOT keep more than 4 markers on their related box on the command table.**

Each marker placed in the command table can be *transformed* into 1 Command point.

Each General may *generate* other Command points, but because these generated Command points CANNOT be saved from one turn to the next, they are not represented with markers. The Commander in Chief does NOT *generate* Command points.

Command points (*transformed* and/or *generated*) are used to pay the General's (*attached* or *unattached*, or the *attached* Commander's in Chief) cost of issuing Orders to the Formations or Units of his own Army Corps during battle.

After the current player completes the assignment of the markers of his own color on the command table, he may then move the General and Commander in Chief counters, on the battlefield. He can move these counters up to 2 units of measurement in any direction and may *attach* them to a Unit (see pg. 7).

3.2 Issue Orders

The current player chooses, in any order, whether a General will issue Orders. Each General can issue any number of Orders to Formations in his Army Corps **or** to the Formation to which the General is *attached* (exception: Units in *Recovery*, marked in orange, CANNOT receive Orders). Generals issue Orders by spending their available Command points (*generated* or *transformed*). If the Command points are *generated* they can be used to issue Orders only to 1 Formation. ★★★★★ Generals are the exception because they can spend their *generated* Command points to issue Orders to more than 1 Formation in their Army Corps. When spending *transformed* Command points, the markers are removed from the command table and placed in the reserve.

Important: In this subphase it is NOT possible to issue more than 1 Order to each Formation.

There are 4 types of Orders: PUT IN MOVEMENT, KEEP IN MOVEMENT, RECOVER, REDEPLOY. The General must spend 1 added Command point to issue Orders to a Formation, if all of its Units is NOT *visible*. A Unit is NOT *visible* if the General's line of sight crosses a Hill, Wood, or **Placenoit** Town, unless the Unit is on that terrain.

Once a player has issued all of his Orders, then play moves on, in the order of Initiative, to the next player until the end of this subphase.

General Orders to Formations

PUT IN MOVEMENT any 1 Formation of his Army Corps: to issue the Order PUT IN MOVEMENT the General must spend 1 Command point, plus 1 added point for each Unit of the Formation. With a cumulative cost of 5 Command points, the General can issue the Order PUT IN MOVEMENT to a Formation of any number of Units. If the Formation is *mixed* (composed of Infantry and Cavalry), the General must then spend another 1 Command point. The Formation receiving the Order PUT IN MOVEMENT is marked in green. The Artillery Units in the Formation must fasten their Horse Team. A Formation PUT IN MOVEMENT (without a green marker) may be *split* into two parts. One part may receive the Order PUT IN MOVEMENT, spending the related Command points, the other part remains stationary (without a green marker). **United** Formations, belonging to different Army Corps, must be *split* if they don't receive the Order PUT IN MOVEMENT from each associated General.

KEEP IN MOVEMENT any 1 Formation of his Army Corps already marked in green: to issue this Order, the General must spend 1 Command point. If a Formation with a green marker from the previous turn does not receive this Order, then it will lose the green marker at the end of subphase 3.2 Issue Orders. Consequently, the Formation CANNOT execute *maneuvers*.

Withdraw

Withdraw is an effect that forces the movement of Units on the battlefield in the opposite direction to the **front**, without change to orientation. An Artillery Unit that must *Withdraw*, must fasten the Horse Team.

A Unit that must *Withdraw* because of a *melee* effect, CANNOT start combat nor give *support* in the subsequent *melee*.

Important: a Unit that must *Withdraw* can never get closer to the Unit that caused the withdrawal. If a Unit CANNOT *Withdraw* because of any reason, it will receive a yellow marker. If the Unit has already a yellow marker it will instead suffer 1 Loss.

Exceptions:

- if the Unit is a bombardment target and it is fired on the **rear**, it CANNOT *Withdraw*.
- if the Unit must *Withdraw* and is in *contact* with a friendly Unit (up to depth 2*), both Units must *Withdraw 1*.
- if the Unit must *Withdraw* and it moves partially, ending in *contact* with a friendly Unit, the *Withdraw* effect is considered resolved.
- if the Unit must *Withdraw* and is in *contact* with friendly Units (depth 3+*), the first 2 Units from the *melee front* are *Shaken* (they receive a yellow marker if they don't already have one).
- (*) If Units in *contact* with friendly Units of other Formations must *Withdraw*, calculate the cumulative depth of the Formation even if the **front** of all of the Units is not oriented in the same direction and even if the Formations are NOT considered united.

Retreat

An Infantry or Cavalry Unit in *Retreat* must *Withdraw 1* and receive a yellow marker.

Routed

When a Unit has 2 yellow markers it is **Routed**. A **Routed** Unit must *Withdraw 2*, if it CANNOT, the Unit is *captured*. The Order Recovery cannot be issued to **Routed** Units. A **Routed** Unit is *eliminated* at the end of the turn.

Advance

Advance is a *maneuver* that allows movement of Formations IN MOVEMENT (marked in green), on the battlefield. The movement is in the direction of the *front* with possible changes in orientation.

The number (for example **Advance 1**) indicates the maximum number of units of measurement and is determined by the *front* width (see pg.7).

Formations composed of only Light Cavalry Units can **Advance +1** (1 extra unit of measurement).

Once the Formation meets an enemy area of *engagement* it CANNOT **Advance** further.

Fall Back

Fall Back is a *maneuver* that allows the movement of Formations in the opposite direction of the *front*, without changing their orientation on the battlefield.

The number (for example **Fall Back 1**) indicates the maximum number of Units of Measurement. An Artillery Unit that must **Fall Back** must fasten the Horse Team.

If a Unit must **Fall Back**, but it CANNOT, because of any circumstance, it will instead suffer 1 Loss.

Charge

Charge is the only *maneuver* that allows the movement of Formations, on the battlefield, to bring them in *contact* with the enemy. The movement is in the direction of the *front*, with possible changes in orientation.

The number (for example **Charge 1**) indicates the maximum number of Units of Measurement that a Unit can move, in order to get in *contact* with an enemy Unit. The Unit that executes the **Charge maneuver** must get in *contact* with the enemy Unit whose area of *engagement* was occupied.

Units CANNOT **Charge** enemy Units of a Formation which already has Units in *contact* with enemy Units.

Important: When a Unit is **Charged**, remove the green marker from its Formation. All Command points stored on the command table of its General are lost as well.

RECOVER SHAKEN (marked in yellow) Units of any one Formation of his Army Corps: to issue this Order the General must spend 2 Command points for each **Shaken** Unit of the Formation he wants to RECOVER. The yellow marker is removed from these Units.

REDEPLOY any number of Formations of his Army Corps: to issue this Order, the General must spend 2 Command points. The General must spend another 1 Command point if the Formation is *mixed* (composed of Infantry and Cavalry). Units executing the Order REDEPLOY can move up to 2 units of measurement in any direction, ignoring any terrain restriction. The Formations CANNOT REDEPLOY towards the enemy, meaning – that as effect of this Order – Units cannot be placed closer to the enemy than the closest Unit of the Formation was, before executing the Order. The Order REDEPLOY allows the Units to modify the orientation of their *front*. Artillery Units on Foot can execute the Order REDEPLOY ONLY if they do NOT have the Smoke token. Remove the green marker (if there is one) from a Formation that (even only a part of it) has executed the Order REDEPLOY. After executing the order REDEPLOY, the number and composition of Formations can change.

Redeploy the Grand Battery of General d'Erlon

General d'Erlon must issue a specific Order REDEPLOY (spending 2 Command points) just to the Formation of the Grand Battery, in respect to the other Formations of his Army Corps (II).

At the end of this subphase, remove all of the green markers from all of the Formations that did not receive the Orders PUT IN MOVEMENT or KEEP IN MOVEMENT.

Move out of sequence

A player can move his Formations anticipating *maneuvers* of other players with better Initiative. The cost is 4 Command points for each Unit that “moves out of sequence” (the modifiers, due to the position and *visibility* between the General and the Unit, must be applied). By paying this cost, the Units that “move out of sequence” can execute the Order REDEPLOY or they can execute any *maneuver*.

3.3 Maneuver

In order of Initiative, each player can execute *maneuvers* with every Formation IN MOVEMENT (marked in green). These Formations can execute 1 of the following types of *maneuvers*: **Advance**, **Fall Back 1**, or **Charge**. Once a player has executed all of his maneuvers, play moves on, in the order of Initiative, to the next player until the end of this subphase. If a Formation executes a *maneuver*, all of its Units must then act in the same way or the Formation must be *split* in two. No *maneuver*, besides **Charge**, can occupy an enemy area of *engagement*, unless the enemy Unit is already in *contact* with enemy Units or unless the area of *engagement* of the enemy Unit is already occupied by enemy Units NOT in *contact* with friendly Units.

If two Formations belonging to the same Army Corps end a *maneuver* in *contact*, from the next turn on, these Formations can be considered **united**.

Moving through friendly Units

A Formation, during a *maneuver*, can move through friendly Units, as long as these Units are not part of a Formation IN MOVEMENT (marked in green).

A Unit becomes **Shaken** if it moves through a **Shaken** Unit. Likewise, if a **Shaken** Unit moves through a Unit, they will become **Shaken** as well (the Units will receive a yellow marker unless they have one already).

Execute maneuvers

Advance: to execute the *maneuver*, the current player calculates the *Advance* number of the Formation IN MOVEMENT. Then he must place his ruler of measurement on the *flank* of any Unit of the Formation, he can rotate the ruler pivoting on the corner of the *front* that is opposite the direction of the *maneuver*. Once the direction is set, he moves up to the Formation the maximum distance with the *flank* of the Unit sliding along the ruler. Once the *maneuver* is completed, the player CANNOT modify it or repeat it.

Fall Back 1: the player places his ruler of measurement on the *flank* of the Unit that must *Fall Back 1*. Once the direction is fixed he moves back the Formation by 1 unit of measurement.

Charge: the current player calculates the *Charge* number of the Formation IN MOVEMENT executing the Order. Then he must place his ruler of measurement on the *flank* of a Unit of the Formation, he can rotate the ruler pivoting on the corner of the *front* that is opposite the direction of the *maneuver*. Once the direction is set, he moves the Formation – with the *flank* of the Unit sliding along the ruler – until it's in *contact* with the enemy Unit. Artillery Units NOT in Formation with Infantry and/or Cavalry CANNOT execute the *Charge maneuver*.

Unfastening Artillery Units from Horse Teams

At the end of Maneuver subphase 3.3, all **Artillery Units**, even if in Formations NOT IN MOVEMENT (hence without the green marker), may **unfasten from the Horse Team**.



Artillery Horse Units CANNOT give *support* to the combat if they are fastened to the Horse Team **or** during a turn in which they both fastened and unfastened the Horse Team.



Artillery Horse Units of the black (prussian) army CANNOT unfasten the Horse Team during a turn in which they fastened the Horse Team.



Artillery Units on Foot can **unfasten the Horse Team** only if they did NOT fasten the Horse Team or if they did NOT execute any *maneuver* during the turn.

Attention: if the Artillery Unit fastened to the Horse Team is the *contact* element between two adjacent Units, then unfastening the Horse Team without executing the Order REDEPLOY may *split* the Formation.

Split Formations

When a Formation is *split*, the Formations are divided at their *contact* point by the distance equal to the width of the ruler of measurement. If a Formation is *split* while executing the Order PUT IN MOVEMENT or a *maneuver*, then one part of the Formation keeps the green marker whilst the other part remains stationary (without a green marker)

When a Formation is *split* because of any other game effect, the orange or green markers must be placed on both newly formed Formations.

Area of Engagement

Each Unit has an area of *engagement* consisting of 1 unit of measurement along the arc formed by the *front* and the two *flanks* of the tile or counter.

A Unit of a Formation that does NOT execute a *Charge maneuver* CANNOT occupy an enemy area of *engagement*, unless the enemy Unit is already in *contact* with enemy Units **or** unless the area of *engagement* of the enemy Unit is already occupied by enemy Units NOT in *contact* with friendly Units.

If a player has more than one Unit in a Formation *engaging* the enemy, he must then choose which Unit will *Charge*.

Important: if a Unit has an enemy Unit that is at the limit of its area of *engagement* (its distance is exactly 1 unit of measurement) then its area of *engagement* is considered occupied, but it does not force the Unit to execute a *Charge*.

Charge against Artillery


When an enemy Unit executes a *Charge* against a **fastened** Artillery Unit, then:

- if it is an Artillery Unit on Foot it may **Withdraw 1**;
- if it is an Artillery Horse Unit it may **Withdraw 2**.

In any case, if the attacking enemy Unit can complete the *maneuver* and stays in *contact* with the Artillery Unit, the Artillery Unit is then **captured**.

When an enemy Unit executes a *Charge* against an **unfastened** Artillery Unit, then its player can defend its Artillery Unit with an Infantry or Cavalry Unit in the same Formation by switching the position of the pieces without altering the *front* and the orientation. The defended Artillery Unit must stay in Formation with the defending Unit and it can give *support*. Otherwise the Artillery Unit is **captured**.



Melee effects

Both players participating in the *melee*, roll 1 die and apply the allowable modifiers to the die result in order to obtain the final result. If there is a  among the Units involved in the *melee*, its controlling player can choose to reroll the die but the second result cannot be changed.

The player with the lower final result calculates the difference between the results, and applies the *melee* effects to his Unit (no effects are applied if the results are the same).

0/1	Both Units in <i>melee</i> stay in <i>contact</i> .
2/3	Your own Unit in <i>melee</i> must Withdraw 1 . If it is an Artillery Unit, it is then captured . Pursuit Opportunity (except in Step D. Defense Reinforcements).
4	Your own Unit in <i>melee</i> must Retreat . If it is an Artillery Unit, it is then captured . Pursuit Opportunity (except in Step D. Defense Reinforcements).
5+	Your own Unit in <i>melee</i> is Routed . Pursuit Opportunity (except in Step D. Defense Reinforcements).


Suffer Damages

1 Each player that participated in the *melee* must roll 1 die for each enemy Unit participating in the *melee*. Each  or  will result in a Loss for his own Units participating in the combat. The controlling player can distribute the Losses between the Units with the following limitations:

- The Unit that started the combat CANNOT suffer fewer Losses than the other friendly Units.
- Units CANNOT suffer more Losses than their capacity to sustain Losses.

Units that reach their capacity to sustain Losses are **eliminated**.

Capture of a General

If an *unattached* General participates in the *melee*, his controlling player must roll 1 die. If the modified result is  or less, the General is **captured**. Otherwise, the counter can be moved up to 2 units of measurement.

Die modifiers

-1	if the enemy is a Medium or Heavy Cavalry Unit
-2	if the enemy is a Light Cavalry Unit

3.4 Combat

Combat starts if enemy Units are in *contact*. The current player decides the sequence of combat resolutions. During combat, the Unit belonging to the Formation IN MOVEMENT (marked in green) is **the attacker and the adversary is the defender**.

A Unit can participate only in 1 combat per turn.

Combat is composed of 5 sequential steps: **Attack, Counterattack, Attack Reinforcements, Defense Reinforcements, Combat Result**). Once a player has resolved this combat subphase, then play moves on, in the order of Initiative, to the next player until the end of this subphase.

A. Attack: *melee* ensues.

B. Counterattack: if allowed, the defensive player can choose to *melee* a second time with a temporary inversion of roles (from defender to attacker).

C. Attack Reinforcements: in this step, it is possible to generate a third *melee* opportunity. This happens when the attacking player's Formations without an orange marker (except the Formation of the Unit that started the combat, unless it was already in *contact* at the start of this step) occupy the area of *engagement* of one of the Units of the defending Formation involved in the combat. If the above condition is satisfied then the attacking Formations may **Charge** (even without a green marker) the defending Unit.

D. Defense Reinforcements: in this step, it is possible to generate a last *melee* opportunity. This happens when the defending player's Formations without an orange marker (except the Formation of the Unit that started the combat, unless it was already in *contact* at the start of this step) occupy the area of *engagement* of one of the Units of the attacking Formation involved in the combat. If the above condition is satisfied then the defending Formations may **Charge** (even without a green marker) the attacking Unit.


E. Result of Combat: verify the result of the combat. All Formations participating in the combat (even if in *support*) receive 2 orange markers.

Melee

Resolve the *melee* through the *front* of the attacking Unit in *contact* (even just a corner) with an enemy Unit.

Exception: if the *melee* Units are in *contact* exactly on the corner of the tile or counter then the defensive player decides the sides (*front/flank* or *flank/rear*).

If the number of the attacking Units in *contact* is more than 1, the Unit that will start the combat must be the one with most *contact* length measured along the *front* (the attacking player chooses the Unit, if the *contact* length is even).

Both players, participating in the *melee*, roll 1 die and apply the proper die modifiers to the die result in order to obtain the final result. If 1 of the Units involved in the *melee* is a , its controlling player can choose to reroll the die but the second result cannot be changed.

Compare the results of the players. **The player with the lower result calculates the difference between the results and applies the *melee* effects** (no effects are applied if the results are the same).

Support to melee

In order to give *support*, a Unit must be in Formation and in *contact* (even just a corner) with the Unit that is participating in the *melee*. Giving *support* is the same as participating in the *melee*.

A Unit CANNOT give *support* if it has an enemy Unit within 1 unit of measurement from its *front* or if it is in *contact* with enemy Units.

Artillery Units can give *support* if their area of *engagement* is occupied by the enemy Unit.

Pursuit

Units can obtain the Pursuit opportunity as a *melee* effect. The player must decide from among the type of Units that participated in the *melee* (except Artillery Units) and roll 1 die, applying any possible modifiers. If the final result, is or all the Units of that type must resolve the Pursuit by executing the *Charge maneuver* (no green marker needed) against the enemy Unit in *Withdraw* or, if this is not possible, against an enemy Unit in Formation:

- **Infantry Units:** must execute a *Charge 1 maneuver*, except against Cavalry Units.
- **Cavalry Units:** may move additional units of measurement along one of the *flanks* and they must execute a *Charge 2 maneuver*, freely moving through friendly Units in Formation.

If necessary, following the same procedure, the player must roll 1 die a second time for the other type of Units. Units of Formations in *Recovery* (marked in orange) cannot resolve a Pursuit.

Exceptions: if the Unit is still in *contact* with the enemy Unit that executed a *Withdraw* after the *melee*, then the Pursuit opportunity against this Unit resolves in an automatic success.

Die modifiers

- 2 if the Pursuit is executed by a *Shaken* Unit (marked in yellow)
- 1 if the Pursuit is executed by a Unit
- +1 if the Pursuit is executed by a Cavalry Unit
- +/-1 (as the player wants) if the Pursuit target Unit is a or higher
- +/-1 (as the player wants) if its General is within 2 units of measurement
- +/-2 (as the player wants) if its General is within 2 units of measurement
- the terrain modifier is subtracted if at least one Unit of the Formation used it during combat

Result of Combat

Each player rolls 1 die for each Formation participating in the combat and then chooses 1 of the obtained results. After applying the possible die modifiers, the player with the highest final result (or the current player if it is a draw) subtracts the final result of the other player.

Die modifiers

- +/- (as the player wants) the rank of the *attached* General (4 for the Commander in Chief)
- +/- the terrain modifier if at least one Unit of the Formation used it during combat
- 1 if at least one participated in the combat
- +3 for each Unit that received 2 yellow markers*
- +2 for each Unit that received 1 yellow marker*
- +1 for each Unit that executed a *Withdraw**

(*) A Unit receives only the highest modifiers from among these.

The number resulting from the subtraction must be halved (rounded up) and applied to a *Fall Back maneuver* that must be immediately executed by all of the player's Formations (even NOT IN MOVEMENT) that participated in the combat. If the *maneuver* is *Fall Back 4* or more, the Units of the Formation are also *Shaken* and they receive 1 yellow marker (unless they already have one, in which case they suffer a Loss). 1 Unit (chosen by the player) per each Formation executing the *Fall Back maneuver* suffers 1 Loss.

Then all the Formations that participated in the combat must receive 2 orange markers.

Artillery Units that participated in the combat must fasten the Horse Team.

If an *attached* General (or Commander in Chief) was in the Formation, then its player must roll 2 dice to determine if the General (or Commander in Chief) is *eliminated* (see pg.7).

Melee modifiers

Attention: if a Unit is *Charged* on its *flanks* it is then considered temporarily *Shaken* (but it does NOT receive the yellow marker) during the ensuing *melee*; if the Unit was already *Shaken* (already marked in yellow) the effect is ignored.

Die modifiers

- +/- the terrain modifier (see pg. 10)
- +X add the Fire Discipline value if the *melee* is between Infantry Units
- +1 if the attacker executes a *Charge maneuver* (except *Charge 0*)
- +1 if the General or Commander in Chief is *attached* to the Formation
- +1 if a Unit with a class or superior is in *melee*
- +1 if in *melee* against a Unit that executed a *Withdraw* (**attention:** do not apply if an Infantry Unit is in *melee* against a Cavalry Unit)
- +1 for each Artillery Unit in *support*
- +1 (max +2) for each Unit of the same type in *support*
- +2 if a Heavy Cavalry Unit is in *melee* against a Light Cavalry Unit
- +1 if a Medium Cavalry Unit is in *melee* against a Light Cavalry Unit
- +1 if a Cavalry Unit is in *melee* with the *support* of an Infantry Unit, NOT *Shaken*
- +1 if a Unit in *melee* is on Hill, NOT IN MOVEMENT
- +1 if a Infantry Units is in *melee* with the *support* of a Cavalry Unit, NOT *Shaken*, against a Cavalry Unit
- +2 if a Infantry Units is in *melee* with the *support* of a Cavalry Unit, NOT *Shaken*, against a Infantry Unit
- 1 if a Unit in *melee* is a
- 1 if a Unit in *melee* is *Shaken* (it becomes -2 if it is a *Shaken* Infantry Unit attacked by a Cavalry Unit)
- 2 if a Cavalry Unit in *melee* is attacking an Infantry Unit NOT *Shaken* (except *Charge 1* or less – but NOT *Charge 0* – or if it must *Charge* to resolve a Pursuit)
- +1 if a Heavy Cavalry Unit is in *melee* against a Medium Cavalry Unit

Guida strategica

Abbiamo realizzato una guida strategica approfondita, scaricabile gratuitamente dal sito SirChesterCobblepot.com in cui le regole sono state ulteriormente sviscerate.

Abbiamo risposto alle frequenti e numerose domande degli sviluppatori e dei playtester che sono state raccolte e messe a disposizione in questa utile pubblicazione.

3.4 End of turn

In this subphase, in sequence:

- **Routed** (2 yellow markers) Units are *eliminated*;
 - Remove **1 orange marker** from each Formation that has them;
 - Remove the **Smoke token** from each Artillery that has one;
 - Remove **all of the markers** stored in the Commander in Chief box on the command table;
 - Remove the **extra markers** from Generals that store more than 4 markers on their command table box (put them in reserve). Remove also the **blue markers from General Ney** box on the command table (if General Ney is in play according to the optional rule);
 - All enemy Units still in *contact* must be *split*.
- Advance the counter in the turn tracker and a new turn begins.

End of the last turn of the game

If the game has been played with the **complete historical scenario, at the end of turn XIX** the battle ends. Every player tallies the Victory points 🏆. The player with most Victory points is the winner.

If the game has been played with the **short alternative scenario, at the end of turn VII** the battle ends. Every player tallies the Victory points 🏆. The player with most Victory points is the winner.

If the game has been played with the **medium alternative scenario, at the end of turn XIV** the battle ends. Every player tallies the Victory points 🏆. The player with most Victory points is the winner.

END OF THE GAME

When the game ends, proceed to the tally of the Victory points 🏆.

Each enemy General, Unit or Garrison, removed from the battlefield, adds Victory points 🏆 to the tally. Their value, in Victory points 🏆, is usually printed on the back of the tile or counter. Otherwise the values are printed below. Historical objectives also add Victory points 🏆 to the tally. If the historical objective is contested with the enemy, hence NOT exclusively achieved, it CANNOT be scored:

- **Blue (french) army:** 50 🏆 if a blue Unit exclusively touch the Town of **Mont-Saint-Jain**. Enemy Generals removed from the battlefield: 6 🏆 **Prince Orange** (I); 18 🏆 **Hill** (II); 18 🏆 **Picton** (III); 18 🏆 **Uxbridge** (IV); 36 🏆 **Blücker** (B); 12 🏆 **Ziethen** (I); 12 🏆 **Pirch** (II); 12 🏆 **Bulow** (III); 6 🏆 **Substitute**.
- **Red (english) army:** 20 🏆 if it keeps **La Haye Sainte** Garrison (LHS) and 30 🏆 if it keeps **Hougoumont** Garrison (H). Enemy Generals removed from the battlefield: 12 🏆 **Droudt** (I); 12 🏆 **Derlon** (II); 18 🏆 **Reille** (III); 12 🏆 **Lobau** (IV); 18 🏆 **Kellerman** (V); 12 🏆 **Milhaud** (VI); 12 🏆 **Ney**; 6 🏆 **Substitute**.
- **Black (prussian) army:** 20 🏆 if a black Unit exclusively touch the Town of **La Belle-Alliance** and 30 🏆 if a black Unit exclusively touch the Town of **Placenoit**.

Scenario alternativo breve

Se volete disputare una partita più veloce, che non replichi esattamente il corso storico della battaglia ma che presuppone che l'esercito prussiano non sia mai arrivato in aiuto all'esercito della Settima Coalizione, potete giocare fino alla fine del VII turno. L'obiettivo di questo scenario breve deve essere, per l'esercito blu (francese) la rimozione del Presidio **Hougoumont** (H) e **La Haye Sante** (LHS), e il controllo esclusivo di entrambe le Cittadine. Per l'esercito rosso (inglese) la difesa dei medesimi obiettivi.

Scenario alternativo medio

[In fase di playtesting]

CONSIGLI DEGLI AUTORI

Durante lo svolgimento della partita, ogni volta che un giocatore intende eseguire una qualunque azione di gioco, deve dichiararla agli avversari e ottenere da loro il permesso di agire dopo che hanno avuto l'opportunità di verificare che l'azione sia eseguibile e che non contraddica il regolamento, soprattutto se questa prevede il movimento dei componenti sul tabellone.

Ogni giocatore è tenuto a vigilare e a controllare preventivamente il corretto svolgimento delle azioni avversarie. Se un componente non ha spazio sufficiente per eseguire un'azione di gioco, quell'azione NON può essere eseguita.

Se tra i giocatori, attraverso l'interpretazione del regolamento e l'uso del buonsenso, non si raggiunge un accordo per procedere con la partita su una qualsiasi questione di gioco, suggeriamo che la questione si risolva affidandosi alla casualità: il giocatore di turno lancia un dado dopo aver dichiarato «pari» o «dispari». Il risultato sancisce se l'azione è fattibile o legittima.

Considerate che questo regolamento è stato sviluppato precedentemente lungo un decennio di partite e scenari napoleonici su tavoli anche di grande dimensione. Per poterlo adattare alle esigenze di un gioco da tavolo, fruibile anche ai meno esperti, sono state fatte scelte necessarie e doverose, compiendo il maggiore sforzo possibile per lasciare inalterata la grandiosità dell'evento militare che con questo gioco ci sentiamo onorati di celebrare.

Il nostro lavoro comunque non si esaurisce qui e siamo disponibili a valutare ulteriori sollecitazioni da parte di altri appassionati che giocando quest'opera possono contribuire ad accrescere ulteriormente. Non esitate a scriverci le vostre idee a:

info@sirchestercobblepot.com.

Grazie per aver giocato con noi!

Digital Edition

Presto disponibile *Waterloo: Enemy Mistakes - Digital Edition* per tablet e computer.
Per ulteriori informazioni visita:
SirChesterCobblepot.com

SEQUENZA DEL TURNO

- 1. Iniziativa**
- 2. Bombardamento**
- 3. Esecuzione**

3.1 Assegnare

3.2 Impartire Ordini

METTERE IN MOVIMENTO

MANTENERE IN MOVIMENTO

RECUPERARE

RISCHIERARE

3.3 Manovrare

Avanzare

Ripiegare

Caricare

3.4 Combattimento

A. ATTACCO

B. CONTRATTACCO

C. RINFORZI ALL'ATTACCO

D. RINFORZI ALLA DIFESA

E. ESITO

3.4 Fine del turno