

# The Hundred Days

A Campaign for the Tabletop Game *Blücher*

by Sam A. Mustafa



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## Introduction

*The Hundred Days* is a module for the *Blücher* tabletop game. To play this module, you will need to purchase the *Hundred Days* card set from the HONOUR online store, and you will need a copy of the *Blücher* rulebook.

The HONOUR online store can be found at:

[www.sammustafa.com](http://www.sammustafa.com)

This free manual will explain the *Hundred Days* campaign.

### “Living Rules”

Because *The Hundred Days* is a free mini-rulebook, available only as a download, we have the luxury of being able to update and upgrade it from time to time. I have no intention of abusing this capability, since nobody likes rules-changes nor the confusion they sometimes cause.

However, if these campaign rules ever need amendment, I will notify people via the HONOUR Forum. You can check the lower-left corner of each page for the current version number, to determine whether you have the most up-to-date version of these campaign rules.

### The Campaign

*The Hundred Days* represents in fact less than two weeks: that period in mid-June 1815 when Napoleon’s *Armée du Nord* “humbled” the allies (to use Wellington’s word) and was poised for a potentially devastating strike against the poorly-deployed and unprepared Prussian and Anglo-Allied armies in southern Belgium. It is based upon the *Scharnhorst* campaign system found in Chapter 13 of the *Blücher* rulebook. However, because it is much larger than the typical *Scharnhorst* campaign, several special rules are necessary, and thus the rules have been assembled in this manual.

### The Rules

*The Hundred Days* uses most of the rules for *Scharnhorst*. Rather than rewriting all the rules, this manual will focus only on the special rules that apply for this campaign. Therefore it is important that players read and play the *Scharnhorst* rules at least once before trying *The Hundred Days*.

In a sense, this campaign is an “Advanced-Advanced Game,” since it requires experience with the existing campaign rules and modifies them.

Players should be familiar with the *Blücher* game, including all the advanced rules, before trying to take on a big campaign like this. Please take the time to learn the game first using the free introductory scenario, so that you can fully enjoy this campaign.

### Terms

There are three armies in the campaign. Wellington’s Anglo-Allied army is hereafter called the “British” army, for the sake of simplicity. The British and the Prussian armies are collectively known as “the allies.” Napoleon’s army is called “the French.”



# Prepare for Play

## Assemble the Map

The *Hundred Days* campaign map is four pages, appended to the end of this file. Print the maps out and assemble the four sections in this way:

Northwest	Northeast
Southwest	Southeast

## The Campaign Calendar

The upper-right corner of the northeast map section has a calendar. As campaign days are completed, mark the box for that day until all days are marked.

## Choose Sides

The *Hundred Days* can be played with two or three players. In a two-player version, the allied player will be busy, as he must manage both the British and Prussian armies. This manual will assume that three players are involved. However, the British and Prussian players are on the same *side*. Thus there are only two sides: French and allied.

## Sort the Armies

Each player should sort his unit cards by their corps IDs (all units of 1st Corps in one stack, 2nd Corps in another stack, and so on). Some units have no corps ID. Artillery units do not (yet) have a corps ID. The players will add that, themselves.

French cards have a light blue background, the British have red, and the Prussians have dark blue.

**IMPORTANT TIP:**

Remember to purchase some plastic card protectors for your unit cards, before you write on any of them!

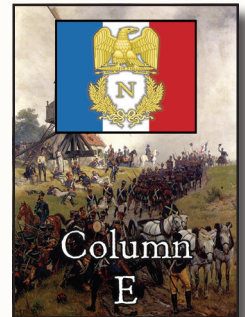
Use a dry-erase marker to mark on the protected cards. That will ensure that they remain clean and flawless for years to come.

## Sort the Cards

The *Hundred Days* card set includes 216 cards. Of these, 172 are unit cards for the French, British, and Prussian armies. Organize these by nationality and corps ID. We strongly urge you to **purchase plastic card protectors** for your unit cards, so that you can write on them with dry-erase markers.

There are 24 **column covers** (10 French, 7 Prussian, and 7 British). These are used to cover stacks of unit cards and to identify those stacks as belonging to specific columns that are moving on the map.

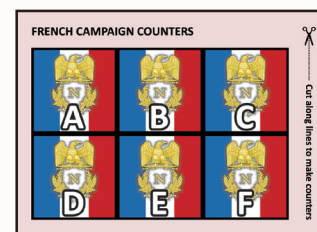
The three armies deliberately have a limited number of columns.



There are six **objective markers**. These are two-sided cards used to identify objectives on the tabletop battlefield. If an objective changes hands, the card is flipped over to show the nationality currently owning it. The circle at the bottom of the card is the location of the objective.



There are 4 cards with **campaign counters** that you should cut up to create the counters that match those column covers.



There are eleven **personality cards** for the three CinCs and eight subcommanders.



## Artillery

### Assign the Artillery Batteries

As per the rules in Chapter 11 of *Blücher*, players must decide how to allocate their artillery batteries. They may attach artillery to infantry units, and/or mass it to create artillery units.

Once you have decided how to assign your artillery, you may not change those assignments later in the campaign.

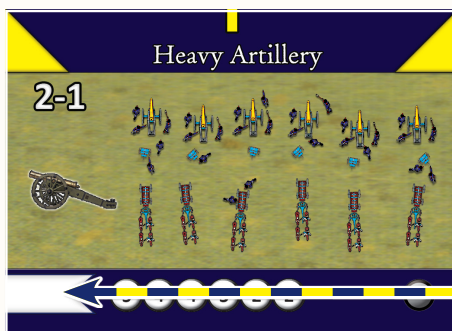
In the interest of simplicity, the game allows you more flexibility in assigning artillery units than an historical commander had. Each army's total number of artillery batteries is given by type, and then you may attach them to units or mass them as you please. *(This saves a lot of time and I don't think it is too much of a stretch; if Napoleon wanted to take some guns from 3rd corps and give them to 4th Corps, I doubt anybody would have told him it was against the rules).*

Remember that in order to create a heavy artillery unit, you must mass three heavy batteries. In order to create a horse artillery unit, you must mass three horse batteries. Any other combination of three batteries results in a Foot artillery unit.

Having created ART units, you may then assign them to your corps (their banner is left blank so that you can write-in their corps identification). Or you may opt to leave them unassigned, i.e. not part of any corps. However, whatever decision you make before the campaign lasts throughout the campaign. Once you assign an ART unit to a corps it will remain in that corps for the campaign.

The pack does not provide enough artillery unit cards for you to mass all of your artillery. This is deliberate. It forces players to attach much of their foot artillery to their infantry units, as was done historically, rather than massing absolutely every gun into huge grand batteries.

An artillery battery attached to an infantry unit is signified by marking in the shaded grey box on that unit card, outlining the symbol of the cannon or placing a large black dot on it.



### Artillery Batteries of Each Army

French: 9 Heavy, 13 Horse, 23 Foot

British: 8 Horse, 21 Foot

Prussian: 9 Heavy, 11 Horse, 20 Foot

### Limits on Assigning Artillery to Corps

French Guard artillery units are already assigned to the Guard corps, although the French player may assign any number of additional line artillery units to the Guard if he wishes.

French infantry corps may have no more than two artillery units each. French cavalry corps may have no more than one.

Prussian corps may have no more than three artillery units each.

British artillery units may be assigned as follows:

- No more than three, each, to 1st and 2nd corps.
- No more than one to the Brunswick corps.

Of course artillery units (except the French Guard) may also be unassigned, not part of any corps.

### French Guard Artillery Units

The total number of artillery batteries for the French army, as shown above, includes the Guard. The French player has three Guard artillery units whose ammo numbers are somewhat better than their colleagues in the line. If the French player uses batteries to create these units, he can assume that they represent the better-staffed, supplied, and experienced Guard units. (He has no reason *not* to use them, unless he really wants to attach all of that artillery to his infantry units instead).

Guard artillery units are always assigned to the French Guard corps.

### “British” Artillery

The nationality of artillery units in Wellington's army is unimportant. For game purposes we will call them all “British” although of course they might have been Dutch, Hanoverians, Brunswickers, and so on.

A Prussian artillery unit. Note that the banner is blank, allowing players to mark it as they assign it to the corps of their choice.

## Setting Up the Campaign

### Creating Columns

Each army begins the campaign with certain restrictions on its setup and starting locations, and several units begin off the map altogether. Within the guidelines laid out here, each player must create his columns by stacking the unit cards and placing a column card on top of that stack. *(For example: all of the units of the 2nd Corps and three other units are in a stack called "Column A", and will thus be represented by the "Column A" counter on the map).*

For all nationalities: a column may comprise a maximum of **16 units** and any number of personality cards. Subcommanders must be placed in a column containing at least one of the units they command.

CinCs may be placed in any column.

### The Allies

Allied columns may never mix British and Prussian units together. Each must be all-British or all-Prussian.

### Campaign Time Frame

The campaign begins on June 15 and ends on June 25.

### The French Setup

The French player does not "set up" in the same sense as the allies. Rather, he may form his units into any number of columns, up to ten. They are kept off the board and will enter on the first turn.

### The Prussian Setup

The Prussian player sets up first, as follows:

The 1st Corps should be divided into two columns, each with at least four units. One column must start in Gembloux (H14) and the other in Fleurus (J11).

The 2nd Corps should be divided into two columns, each with at least four units. One column must start in Namur (K17) and the other in Perwez (G16)

The 3rd Corps is in a single column in square J18.

Bülow and the units of the 4th Corps begin off the map and are not yet organized into columns.

### The British Setup

Units of the 1st Corps should be divided into two columns. One column starts in Braine-le-Comte (G2) and may comprise any number of units up to the maximum of 16. One starts in Nivelles (H6) and must comprise at least two units, but no more than six.

Remove the two units of the 6th division (Best and Lambert) from the reserves. Wellington and all the remaining units and officers of the reserves (Brunswickers plus those units and officers neither in 1st nor 2nd corps) begin in a single column in Brussels (A6).

All other British units and officers start the campaign off the map.

## Sequence of Play

*The Hundred Days* uses a slightly modified version of the *Scharnhorst* sequence. There is no need to choose campaign maps, obviously, nor any reconnaissance. There are no VPs on the map. Neither side has "the advantage." A drawn battle is simply a draw.

Once the campaign is set up, all that remains to do is to play campaign days and tabletop battles.

There is an additional "Post-Battle Sequence" that will be explained in this manual.

#### The Hundred Days Sequence

1. Set up the Campaign
2. Play campaign days until battles are declared, then:
3. Set up the tabletop.
  - Place mandatory terrain.
  - Place terrain choices.
4. Set up the armies.
5. During the Battle: Check for reinforcements.
6. Post-Battle Sequence

### Each Campaign Day

Since there are no VPs on the map and no cavalry units on recon, the side that has the first choice to declare a battle is chosen by each side rolling a die, with the higher side getting the first choice. The French win a tie on June 15-18. The allies win a tie thereafter.

After any battles are declared, the French move first in each campaign day. The allies move together, meaning that a British and a Prussian column each move during an allied turn.

## Stacking and Movement Rules

*The Hundred Days* makes a few changes to the normal *Scharnhorst* rules for stacking and movement, as follows:

### Stacking

Up to **two** friendly columns can stack in a square at any time. A friendly column that enters a square with an existing friendly column must pay an extra 1 movement point to enter that square. A column may never enter a square that is occupied by two friendly columns, nor by an enemy column.

A British column may not enter a square with a Prussian column, nor vice-versa.

Once each campaign day, prior to moving your first column, you may shuffle units between and among any columns that are stacked together. (For example, if Column A has four cavalry units, and Column B has four infantry units, you could switch units between them so that they each have two of each). You may do this in any number of squares where you have columns stacked together, as long as you complete all such shuffling prior to moving any columns.

If a single column is alone in a square, you may split it into two, assuming you have any spare column markers.

You may also eliminate a column (for example, if Columns A and B have relatively few units and are stacked together, you can combine them all in Column A, thus removing B from the map). Removed column markers may then return, even in that same day, if you need to split a different column into two.

The number of column markers for each side is an absolute maximum; that side may not have more than that number of columns in play at any time.

### Column Size

A column may comprise up to 16 units and any number of personality cards.

### Moving Multiple Columns Together

When you have the turn, you may move two columns together, if they start in the same square and if neither has yet moved on this campaign day.

As long as they are moving together, the two columns may not enter any square with any other friendly columns (since that would overstack).

One of the columns may stop, while the other continues to move. But the one that stops may not then move any more. In other words: you can “drop off” one of the columns along the way, but you can’t have it “detour” and go its own way.

Two columns moving together pay movement points as if they were one. For example, leaving an enemy Zone of Control (ZoC) still costs one extra movement point, scouting the enemy costs one movement point, and so on.

### The CinC

There are three CinCs: Napoleon, Wellington, and Blücher. As in the *Scharnhorst* rules, it is not necessary to assign the CinC to a column. In a day, he can get to wherever he’s needed. Thus you may place him after all movement is complete. If you find yourselves teleporting all over the map, then impose a maximum of 12 movement points on him, to move from wherever he was yesterday, to where you want him today.

If a battle happens without one of those three CinCs, a commander is still present. He just doesn’t confer any personality bonuses. If a subcommander with a personality is there, he stays a subcommander and retains his personality, even if he is probably also doubling as the CinC at that battle.

### Scouting and Overrun

You may spend a movement point to scout an adjacent enemy-held square. The enemy must reveal the *total number of units* he has in the square, although if he has two columns, he does not have to reveal how many units are in each.

If your moving column(s) has 4-1 superiority in numbers of units, you may reveal that and enter the enemy’s square, forcing his column(s) to retreat, as per the *Scharnhorst* rules.

If two columns must retreat, they may retreat in two different directions, to different map squares.

## Declaring and Setting Up Battles

### Declaring Battles

There are two important differences between the *Hundred Days* and the standard *Scharnhorst* rules for declaring battles:

1. Multiple battles may occur on the same day, *and*
2. Both sides may declare battles at the end of the same campaign turn (day). See page 5.

When a player declares a battle, the six squares of the battlefield are “frozen” and no columns in them may move further, although other columns may move into empty squares on that battlefield, as per the *Scharnhorst* rules.

When a side has the opportunity to declare a battle, it may declare any number of battles as long as each is legal and none overlap each other. Then, the other side has the chance to declare one or more battles, as long as none of them overlap any existing battles.

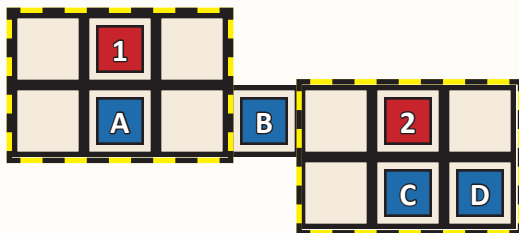
In other words: many squares on the map might be frozen.

An allied player must declare a battle based on one of *his* columns, although an allied column of the other nationality might also be present. (*For example: the Prussian player could declare a battle that included a British column on the battlefield*).

### Reinforcements

It is possible that battlefields might be adjacent. In that case, units on one battlefield may not act as reinforcements on another.

It is also possible that battlefields might be declared with a one-square gap between them, in which case a column between them might reinforce either battlefield. The owner of that column must declare its destination and stick with that decision throughout the day. (*If you wish to have a “D’Erlon turns around” rule, you’ll have to write one yourself*).



Two battles have been declared, relatively close to one another. The blue column B is adjacent to both battlefields. Blue will have to choose which battlefield he will reinforce, and commit to that choice before making any reinforcement rolls.

### Bigger Battles

You are free to expand your table size as you please, in order to accommodate larger battles. For example, rather than six table sections, you might want to use eight in a 4X2 pattern. That would be useful, for example, to show a situation like the historical Waterloo, with Blücher’s army arriving on the flank, rather than leaving that to the reinforcement rules.

On a larger table, there would be two or more “center” columns of squares, around which a battle could be declared.

Remember that the momentum (MO) Dice anticipate a game in which each player commands roughly two dozen units. Thus for big battles, gather many players and use the multi-player rules in Chapter 10 of the *Blücher* rulebook. If you really must fight all of Waterloo as a two-player game, then add another die to the MO roll.

### The Multi-Army Showdown

On page 86 of the *Blücher* rulebook, the advanced rule for “Coalition Armies” suggests that combined allied forces be treated as a single army with a single morale and MO limit.

If you prefer, however, to represent two full allied armies on the table at once, you may do so with the following modifications.

The French player rolls the MO for each allied army and keeps track of it separately. One allied player (it does not matter which) keeps track of the French MO.

The allied armies play through the phases of their joint turn together, although since they have different MO, one of them will probably end its movement phase before the other.

Allied units may not charge the same French defender, although they may shoot at the same French target unit.

## Battles

### Terrain Choices

After placing any mandatory terrain, the British have **four** terrain choices, while the French and Prussians each have **three**. If a mixed British-Prussian army starts the battle, it has three. (If they're only British at the time of setup, they get four).

### Objectives

Six objective cards are provided in the *Hundred Days* card set, to use as objective markers. Every table section should have one objective, and only one, as follows:

If the map square contains an urban area, then the objective is placed there, as per the *Scharnhorst* rules. No other objectives are placed in that section even if more urban areas are placed.

If there was no urban area on the map square, but players chose to place one or more of them during terrain setup, then one objective should be placed in one of those bases. The player who set up that table section must place the objective.

If the table section has no urban areas at all, then place the objective as close to perfectly-centered in that section as possible, but not in the midst of a major river (unless on a bridge).

The player who sets up a table section must place its objective.

### Post-Battle Sequence

Opposing forces must be sorted according to who controls each table section on the battlefield. The side that controls the objective in that square, controls the square.

At the conclusion of the battle each player may reorganize any/all of his units into any number of legal columns, placing them on any of the squares his side controls. This could mean that opposing forces remain adjacent after the battle (perhaps there will be another day of battle tomorrow, or perhaps the battered armies will depart?)

Units that retired during the game rejoin the army at this time, as part of any column(s) the owning player wishes.

### If the battle ended at nightfall (i.e. neither side's morale collapsed):

Reorganize your units and columns and place them on squares on the battlefield still under your side's control. Roll a tiebreaker to determine which side must do this first. The new columns are again concealed from their opponents, despite being within each other's ZoCs.

If you cannot legally stack in the squares remaining under your control, then you must stack as many units/columns as you can on the battlefield squares, and the remainder on any adjacent squares that are open and adjacent to a square on which you had units at nightfall. If this still cannot be done, then any/all units that you cannot find room for, are eliminated.

(For example: the battle ended at nightfall, but the Prussians controlled only one table section and the only adjacent square to it is occupied by a French column. Any Prussians that can't "fit" on that last square, will be eliminated).

### If the battle ended by defeat (from capturing all objectives or from morale collapse):

A defeated army retreats from all the battlefield squares. That player may reorganize all of its units into any number of columns up to the maximum allowed on page 3, and those columns may retreat to any map squares that are open and were adjacent to map squares where he had units.

As above, if space does not exist in adjacent open squares, then units that can't retreat are eliminated.

### Attrition

At the end of the battle, if an INF or CAV unit has had more than half of its elan marked with fatigues, then it has suffered attrition. It will return to the army one size smaller than it had been, as follows:

- An Overstrength unit returns as normal strength.
- A Normal strength unit returns as understrength.
- An Understrength unit permanently loses one elan.



### Broken Units

A unit that broke in the battle is treated as follows:

An artillery unit is lost permanently. A unit with the **Conscript** trait is lost permanently. An understrength unit is lost permanently.

All other infantry or cavalry units suffer attrition, as above.

An infantry unit that broke in battle loses any attached artillery (erase that trait from its unit card).

### Restore Units

After assessing the above, erase all fatigues and clean marks from all ammo boxes of the units that participated in the battle.

### Resume the Campaign

If another battle needs to be resolved (i.e. if there were multiple battles on the same day), then after the last battle is resolved, the campaign resumes on a new day. Re-conceal all units in all columns on the map; they will have to be scouted again.

#### *Is it all just too familiar?*

*The campaign map tries to give a sense of the general terrain conditions in each square, and then allows the game's setup process to complete the table. This means, however, that if you have the terrain at Waterloo or Quatre Bras etched in your memory (as any respectable wargamer does), you will be disappointed not to find it perfectly recreated on the map. Alas, I can't predict where you will fight your battles, and even if I could reproduce all of the terrain from Liège to Mons, I'd need a map the size of a gymnasium to fit it all.*

*Thus if you find yourself fighting in a famous location and want to recreate the famous terrain there... just do so. Agree in advance with your friends, for example, that if you fight at Waterloo (despite its name, the battle was actually at Mont St. Jean in map square E8) then you'll set up a Chateau of Hougomont and La Haye Sainte, and place a village of Plancenoit, and so on.*

## Special Rules

### Marshal Ney

Marshal Ney's personality card does not indicate a specific command. Rather, the French player must assign him to command anywhere from 1 to 3 corps before the campaign starts. Those units comprise his "wing" of the army.

All units in those corps are under Ney's command and therefore can treat him as a subcommander. This is true even if he commands corps that already have subcommanders with personalities. In effect Ney is a "floating" subcommander for any and all units of those corps to which he is assigned.

Ney may attach to any unit under his command, just as any subcommander would. If he attaches to a unit that is already attached to another French subcommander, then Ney outranks that officer and only his personality effect is used. That effect is as follows:

When the unit to which he is attached is activated to move (alone, or as part of a force), check to see if any of the units of that force may charge the enemy. If so, then they must. In other words: if Ney is part of an activation, then all of those units that may attack, *must* attack.

When those units attack, they each receive a +1 universal modifier.

The French player may override this rule only if Napoleon is the CinC in this battle. Overriding it (i.e. no longer requiring the units to attack) costs an additional 2 MO when that force is activated.

In addition to the above, Ney is a *Hero* subcommander, as per Chapter 10.

#### **"Worth 40,000 Men"**

A special personality trait reflects Napoleon's limitations and abilities at this late stage of his career.

Napoleon is now an *Immobile* CinC, as per Chapter 10, and thus limited in terms of how often he can activate by command. But when he does so, those units that he activates — if they attack the enemy — all receive a +1 universal modifier. This puts him at no risk.

## Special Rules, Continued

### Limited Columns

The British player will need to be careful about not creating any new columns until he gets all his reinforcements on the table. If reinforcements arrive but there are no available column markers, then they don't arrive until the following day, or the first day on which a column marker is available for them.

This is a deliberate incentive for Wellington to concentrate his army as quickly as possible, reflecting his urgency on June 15-16.

### The Reinforcement Squares

French columns may not enter the British reinforcement squares of B1 or A6 before 18 June.

If, on 18 June or thereafter, the French have a column of any size in a British reinforcement square, then no British reinforcements may enter there until it is free of French columns.

Note that due to movement limits, this is possible only if British reinforcements are delayed, as described above.

## June 15th

The first campaign day has several special rules to reflect the surprise that Napoleon achieved and the time that the allies required to assemble their scattered forces.

### French Entry

The French player must enter all of his columns onto the map on June 15. He may do so via any of the following squares: N5 through N14. (Any squares on row N, columns 5 through 14).

### First Day Limitations

Although it is the first day of the campaign, all columns have a normal movement allowance of six. However, neither side may declare a battle on June 15.

The allied players may not create any new columns on June 15.

## June 16th

### British Reinforcements and Limitations

At the start of the day, before any players have moved, the British player receives:

One column at Soignés, comprising the units of the Cavalry Reserve (corps ID "C"). This column has a movement allowance of only 4 on this day.

Hill, and all units of the 2nd corps *except* the three units of the 4th Division (Mitchell, Lyon, and Johnstone) in a column at square B1.

### Prussian Reinforcements

Bülow and all units of the 4th Corps, in either one or two columns as the Prussian player prefers, in either F18 or J18 (or one in each). These columns have a movement allowance of only 4 on this day.

### June 16 Limitations

Unless stated otherwise above, all columns have a movement allowance of 6 today, and hereafter in the campaign.

The British player may not create any new columns on June 16.

## June 17th

### British Reinforcements and Limitations

At the start of the day, before any players have moved, the British player receives:

The two units of the 6th division (Best and Lambert) in a column in Brussels (A6).

The three units of the 4th Division (Mitchell, Lyon, and Johnstone) in a column at square B1.

## Victory

The Allies are treated as a single side in this campaign. If either allied army loses, they both do. It is imperative, therefore, that they assist each other even though they must protect different objectives.

### Victory by Objectives



There are two objective squares on the map:

- The road to Enghien (B1)
- Brussels (A6)

The French player wins if a campaign day ends **and** his army has not been defeated **and** he has exited one or more columns comprising at least 12 units, off the map via one of those objective squares by this point in the game. In other words: twelve French units must exit from the same objective square.

The Allies may not win by objectives.

### Victory by Exhaustion

If a campaign day ever ends in which one of the three armies has reached its exhaustion number, that army has collapsed and the other side has won. Each army has an exhaustion number, and when it has permanently lost that many or more of its units, it has collapsed.

If *either* the British or the Prussian army collapses, the French win.

The exhaustion numbers are:

<b>Army</b>	<b>Exhaustion Number</b>
<i>French</i>	<i>20 units</i>
<i>British</i>	<i>16 units</i>
<i>Prussian</i>	<i>20 units</i>

“Permanently Lost” in this case is defined as: having been removed from the campaign by whatever reason, in battle or otherwise.

Check for exhaustion *before* checking for victory by objectives.

Obviously very few brigade-sized units were totally eliminated, however this rule represents severe losses and exhaustion that render the morale of units too fragile to be relied upon. That is why, for example, that when an understrength unit is broken in a tabletop battle it does not return; the unit surely still exists in some reduced form, but is no longer combat-effective.

### Victory by Survival

If the French have not won by the end of the 25 June campaign day, then the allies win. They have contained Napoleon’s advance long enough to ensure that other allied forces will invade France and force him to retreat from Belgium.

### The Prussian Lines of Communication



The Prussian army’s lines of communication are represented by two squares:

- The road to Liège (J18)
- The road to Maastricht (F18)

If the French occupy both of these squares with any columns comprising any number of unit(s), then Prussian communications have been severed.

As long as that is the case, any Prussian units that retire or are broken in a tabletop battle are lost permanently and removed from the campaign.

## Designer's Notes

### Regarding Unit Quality and Ratings

Every game designer knows that if he does a game about *that battle*, he will get a thousand angry emails demanding to know why the 3rd Brigade of the 4th division doesn't have a skirmish advantage, since everybody knows it had the 81st Belgian volunteer tirailleurs-chasseurs-jägers attached, who shot the left epaulette off Captain d'Embrouillé of the Middle Guard at 7:18 PM.\*

Please don't send me those emails.

I sought to preserve historical brigades as discrete units when possible, even if that resulted in them being more "overstrength" than technically permitted by the rules. In cases where a brigade had a mix of troops (for example, many Dutch units mixed "line" and militia units), I generally gave them the characteristics of their largest component. (If it's mostly militia, then it's a militia brigade).

If you really believe that unit values should be changed, then just change them. Use a dry-erase marker and alter the card according to your tastes.

### Regarding the Images of Formations on the Unit Cards

We experimented with trying to represent the men of a brigade as tiny dots - which is what they would be if seen from high enough to view the entire brigade. But in order to squeeze two thousand men onto a poker card, individual soldiers and even horses would become invisible, and you would just see blocks and lines. It didn't look particularly good. Therefore the images of units on the cards are "scaled" in the same way that you would use miniature figures. Each "man" represents many soldiers and thus the cards show something more like a tabletop unit, rather than a literal battlefield unit.

The images for all cavalry unit cards show four component units, and the images for most infantry cards show four battalions. Of course, not all of these units had four battalions; some had more, some had fewer. Indeed, the great majority of these standard images of troops are therefore probably "wrong." And let's not even get started on whether the Prussians should be depicted in three ranks with a skirmish screen, if the skirmishers have been drawn from the third rank, leaving only two ranks in the formations, etc, etc....

Please don't send me those emails, either.

I chose not to risk the confusion of giving each card a different set of images. After all, why fuss with getting the precise number of historical battalions on each card, if you're not going to represent the relative sizes of those battalions? Some brigades had battalions of quite different sizes, which would look strange on the cards. And of course, even if we were to get them all scale-true, what good would it be after one battle, when perhaps a third of those men are dead, wounded, or missing, and perhaps even entire battalions have broken? Sooner or later, the images on every card would be "wrong," no matter what they looked like at first.

In the case of the Prussians, since a unit almost always represents three battalions (often with a jäger company and/or attached cavalry), there is a sort of consistency there which I thought merited reproducing on the cards. Thus all the Prussian infantry unit cards show three battalions.

A unit card therefore usually represents a brigade. For the Prussians it usually represents a regiment, and in some cases like French cavalry and sometimes infantry, a unit might represent an entire understrength division.

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\* Maurice Grandblague (in *Rien ne s'est passé à Waterloo*, page 1,283) claims it was the right epaulette.

## Designer's Notes, Continued

### These are Symbols, Not Literal Representations

The symbols on the cards are not literal men. An artillery unit does not have six guns, a battalion does not have fifty soldiers, and so on. In many cases a brigade comprised different types of units and I simply chose one for the card. (For example, if it comprised lancers and dragoons, I put a dragoon on the card).

By the same token, the Highlander on the British elite brigade is not to suggest that the entire brigade comprised Highlanders, but rather that the Highlander stands-in, as it were, for the other elite units in that brigade. Many of the game units comprise multiple types of historical units. Jacquinet's cavalry division, for example, comprised hussars, chasseurs, and lancers, but a single image of a chasseur indicates that it is light cavalry.

### Identifying Units

I used Arabic numerals for the corps identities, rather than the more traditional Roman numerals. I did this for consistency in the three armies, and since some armies had corps that were not numbered. Finally, it was just simpler in terms of space, to write 3C, rather than IIIC, for "Third Cavalry Corps," and so on.

Allied units in Wellington's "Reserve Corps" have no corps ID, because it wasn't really a corps. He activated those units himself on an as-needed basis.

The unit IDs for French and British units are written like this: *3/2 Adam*. That's the 3rd Brigade, 2nd Division, and the brigadier's name. Not all of the historical units behaved in this manner. French Old and Middle Guard brigades, for instance, did not have brigadiers. The Brunswicker division was technically a "corps." Prussian infantry regiments were each large enough to comprise units, and in that case I used their regimental name, rather than the colonel's.

And no, it's not a typo: there were two brigadiers named "Halkett" in Wellington's army: the brothers Colin and Hugh.

Observant readers will notice some discrepancies between some of the cards and the "official" stats for unit types in the *Blücher* book. Various small adjustments have been made for the historical orders of battle. For example, some Prussian landwehr units were experienced, while others were shaky and only partly-trained.

The words "Line INF" are used to describe French regiments not in the Guard, that is: Ligne and Légère regiments.

### The Soldier Images

All images on the cards are either hand-drawn by Sam and Theresa Mustafa, or are public-domain images available from Wiki-media, or online collections that have given permission to use them.

Uniform purists will notice a few liberties taken with regard to the soldier images on the left side of each card. For example, there is, to my knowledge no public-domain high-quality image of the West Indies troops, so Anthing's brigade shows a redcoat, rather than the historically-correct blue or green uniforms of those men. The Hanoverian militia, when properly kitted-out, wore red uniforms very similar to the British and KGL. However, I preferred the image of them in the simple greatcoat, since there was apparently some difficulty getting them all into regulation kit in time for Waterloo.

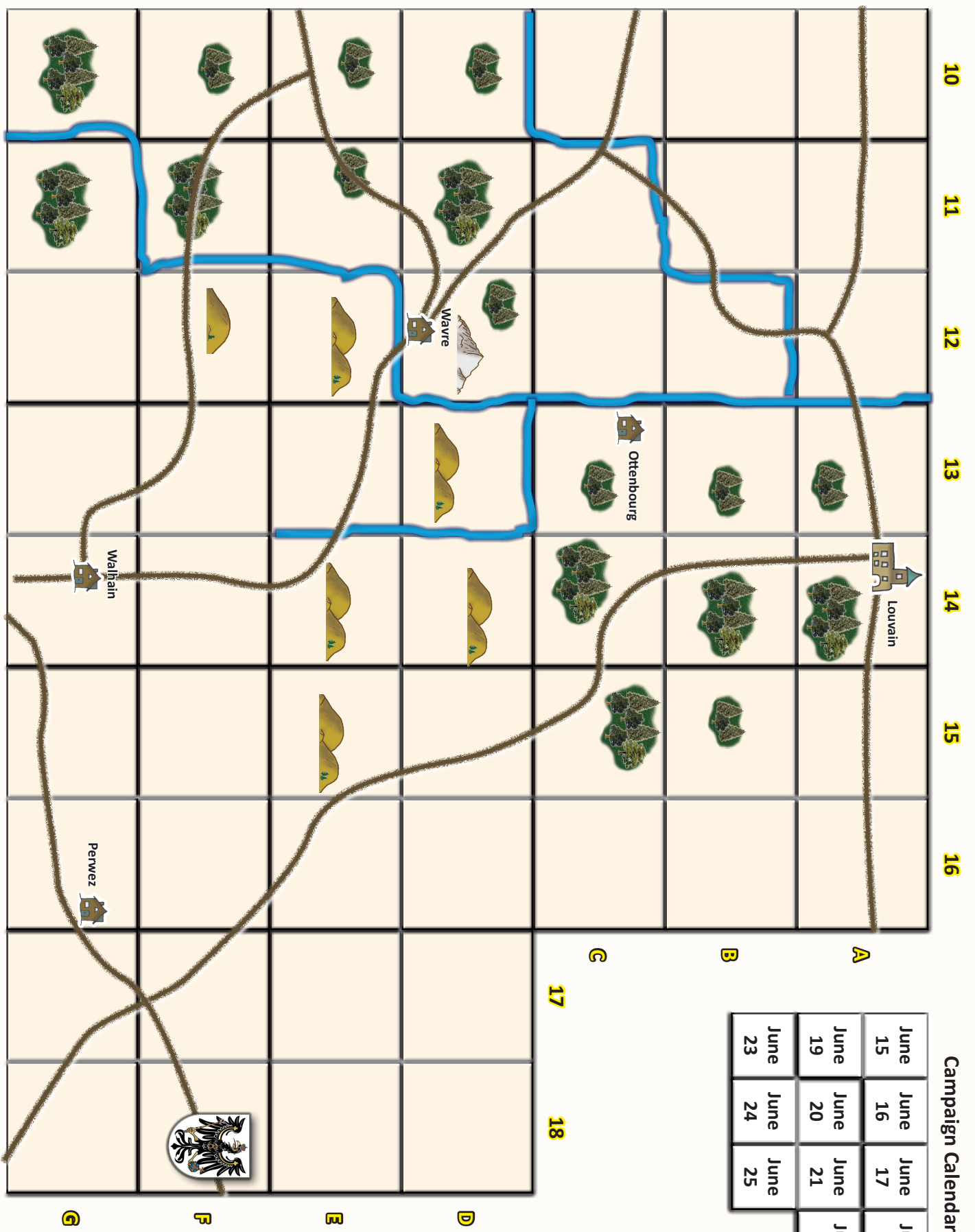
# Northwest Map



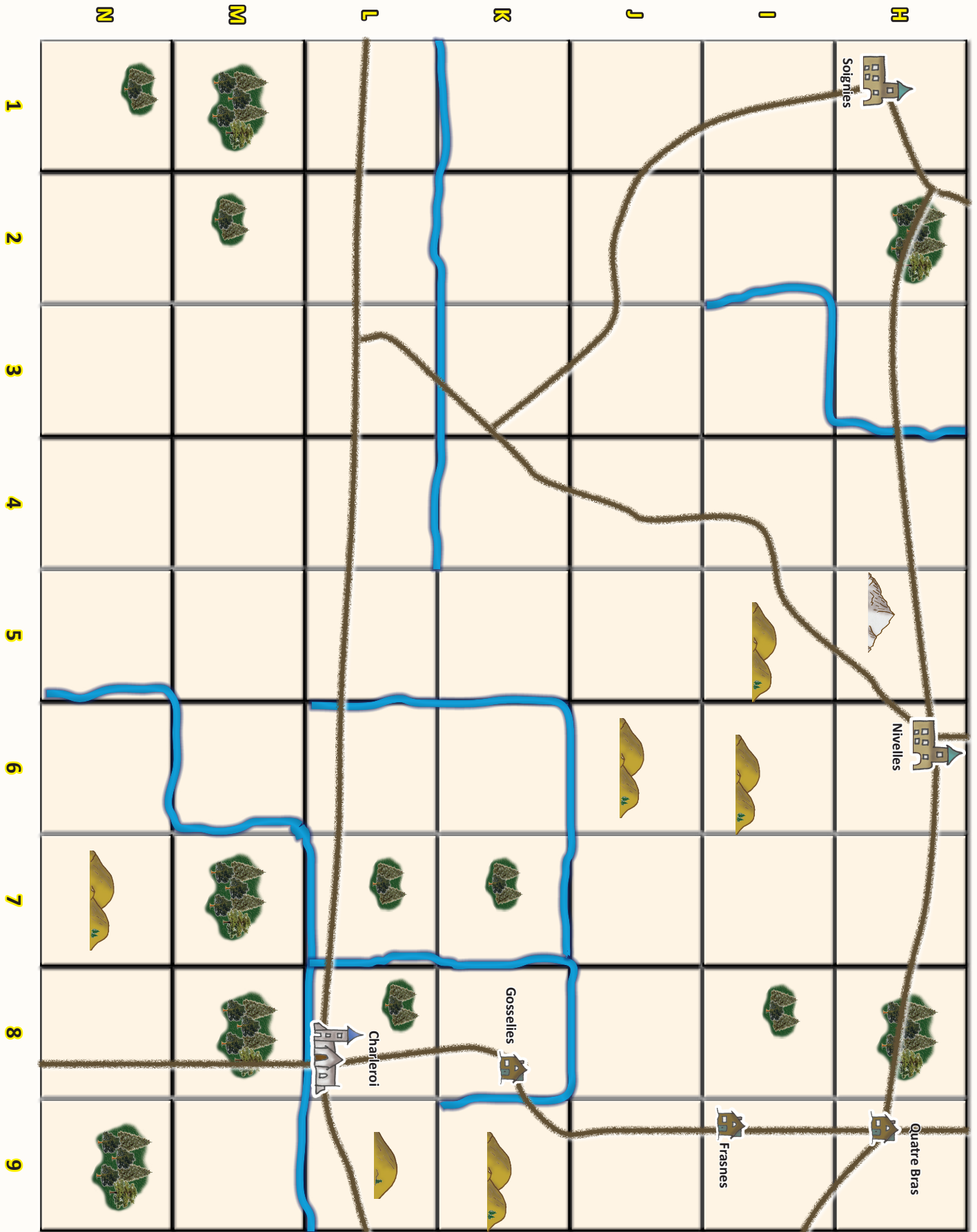
### Campaign Calendar

June 15	June 16	June 17	June 18
June 19	June 20	June 21	June 22
June 23	June 24	June 25	

### Northeast Map



# Southwest Map





# Southeast Map

