

Hundred Days Battles

AVALON HILL'S TRADEMARK NAME FOR ITS NAPOLEONIC CAMPAIGN GAME
THE AVALON HILL GAME COMPANY, BALTIMORE, MD.





On March 1, 1815, the exiled Emperor Napoleon Bonaparte landed with a small escort on French soil at Cannes, having escaped from the island of Elba. For the next 100 odd days, he would once again terrorize Europe at the command of the feared imperial French legions. Surrounded on all sides by armies of the great European powers, Napoleon's plan was to march north to Brussels, separate the Prussian and Anglo-Allied armies from each other, and defeat each in detail. Destruction of these armies would probably mean peace for France and the saving of the Emperor's Crown. Failure was unthinkable.

HUNDRED DAYS BATTLES is Avalon Hill's new strategy game for two or three players which recreates the climax of the Hundred Days Campaign. The division sized units of both sides are represented on the map by leaders who command their corps and army formations. Leaders march, force march, and influence combat according to their individual abilities. Combat is resolved by rolling a die on the Combat Results Table. To win, the French must exit units off the map towards Brussels, or destroy the Allied armies. The Allies win by preventing French victory.

HUNDRED DAYS BATTLES comes complete with a colorful map of the historic battle areas of southern Belgium, 100 playing pieces, and a short rules booklet.

Playing Time: 2 hours

Complexity Rating (from 1-10, 10 the highest): 4



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Emperor
Napoleon
4*4

Duke of
Wellington
5*5

Marshal
Blucher
4*4

XX
1OG
Grenad.
1

XX
1st
Cooke
1

XX
1st
Roeder
1

HUNDRED DAYS BATTLES

AVALON HILL'S TRADEMARK NAME FOR ITS NAPOLEONIC GAME

RULES OF PLAY

1.0 INTRODUCTION

For approximately one hundred days following his escape from exile on the island of Elba, the Emperor Napoleon Bonaparte was once again the "scourge of Europe". Gathering what strength remained in a French nation exhausted from years of constant warfare, Napoleon had to quickly secure his control of the government and the military to protect his throne. Although heavily outnumbered by five Allied armies, Napoleon characteristically chose to seize the initiative. Brilliant staff work allowed the *Army of the North* to secretly concentrate near the frontier. On the night of the 14th of June, Napoleon led this force into Belgium in a daring attempt to split the powerful Prussian and Anglo-Allied armies deployed there and separately bring about their destruction. The campaign which followed the border crossing culminated historically in the great battle fought on the road to Brussels between the villages of Waterloo and La Belle Alliance. This Waterloo Campaign has become one of the most famous and often simulated military events in European history.

HUNDRED DAYS BATTLES is a division-level, two or three player, strategy game recreating the climactic days of the Waterloo Campaign. While a complete game in its own right, **HUNDRED DAYS BATTLES** also serves as an introduction to a game system which appears in more detail in the full-sized game **THE STRUGGLE OF NATIONS**, also available from Avalon Hill.

2.0 GAME EQUIPMENT

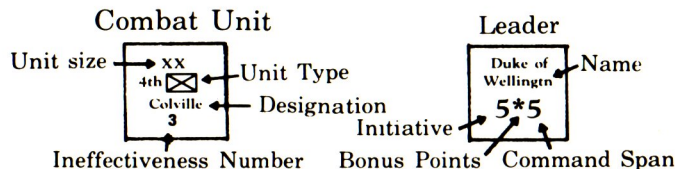
2.1 THE GAME MAP

The game map shows the area of Belgium in which the campaign historically took place. A field of hexagons (hexes) has been superimposed upon the map to regularize the positioning and movement of the playing pieces. Each hex is identified by a unique four-digit number for easy reference. For example, the town of Quatre Bras is in hex 1106.

2.2 THE PLAYING PIECES

Playing pieces are provided of three types: combat units, which are placed on the Organization Display; leaders, which are placed on the map to represent the larger military formations which they control; and game markers.

SAMPLE UNITS



SUMMARY OF UNIT TYPES



Infantry



Cavalry



Leader



Commander



Major General

3.0 SEQUENCE OF PLAY

The Game-Turn:

HUNDRED DAYS BATTLES is played in sequenced turns called Game-Turns. Each Game-Turn consists of two player-turns, with the French player taking his turn first. Each player-turn consists of three phases: Command, Movement, and Combat. The player whose turn is in progress is called the *phasing player*. All actions must take place in the sequence outlined below. All Game-Turns are identical, and follow one another until the game is ended and the winner determined.

A. FRENCH PLAYER-TURN

I. COMMAND PHASE

The phasing player may transfer units between leaders in the same hex, and create or remove from play Infantry and Cavalry Major Generals.

II. MOVEMENT PHASE

a. **Movement Command Segment:** The phasing player may move any of his forces by expending one Movement Command for each force to be moved. The phasing player may also have a force make an Extended March by expending an additional Movement Command for that specific force.

b. **Individual Initiative Segment:** The phasing player may attempt to move any force that has not moved in the preceding Movement Command Segment by use of the force leader's (or Commander's) Initiative Rating. The die must be rolled for each force as the player attempts to move it. For the force to be able to move, the die roll must be equal to or less than the leader's Initiative Rating.

MOVEMENT ROUTINE

For each force moved during the Movement Phase, use the following procedure. Players must complete the movement of one force before attempting to move another.

Step 1. Allocate Movement Commands

Each turn both players have a limited number of Movement Commands to allocate. Forces given a Movement Command are guaranteed to move. Forces not given a Movement Command may move only under their leader's initiative. Forces in an enemy Zone of Control (see 10.0) or beyond Dispatch Distance (see 5.1) may not be given a Movement Command.

Step 2. Determine Individual Initiative

For each force attempting to move without a Movement Command, the phasing player rolls one die; if the resulting number is less than or equal to the force leader's Initiative Rating, the force may move. If the force attempting to move is in an enemy Zone of Control, a modified Initiative Rating is determined for the friendly leader from the Initiative Modification Matrix. This modified rating is then compared to the die roll to determine whether the force may move.

Step 3. Movement

The force in question now moves, expending a certain number of movement points (see 7.0) to cross each hexside into an adjacent hex (see the Terrain Effects on Movement Chart).

III. COMBAT PHASE

a. Forced March Segment (non-phasing player only): The non-phasing player may attempt to move any or all of his forces. For each force he wishes to move, the player follows Steps 2 and 3 of the Movement Segment above. No Movement Commands are issued during this segment. Forces moving during this segment may not enter an enemy controlled hex unless that hex is already occupied by a friendly force.

b. Battle Segment: Combat is mandatory between all opposing forces within each other's Zones of Control at the beginning of the Battle Segment. The forces of the phasing player attack and the units of the non-phasing player defend, regardless of the overall strategic situation. Each combat situation is resolved according to the Combat Routine.

COMBAT ROUTINE

For each combat situation, use the following procedure:

Step 1. Determine the Type of Battle

The non-player secretly decides whether he will fight a *pitched battle* or a *pursuit battle* by selecting the appropriate marker and pushing it forward face down. The phasing player then announces his choice and the marker is revealed.

Step 2. Determine the Odds on the Combat Results Table

Reveal the strengths (and if using hidden movement, the leader identities) of the opposing forces. The attacker's combat strength is compared to the strength of the defender. This ratio is rounded down in favor of the defender to the nearest odds ratio found on the Combat Results Table, on the line corresponding to the type of terrain the defending units are in.

Step 3. Resolve the Attack

The phasing player now rolls one die and cross-indexes the number rolled with the appropriate column of the Combat

Results Table. This will determine a certain combat result. The manner in which this result is applied will depend on the type of battle being fought. If engaged in a pitched battle, both sides immediately apply any losses; the defending player must then immediately resolve a *counterattack*, in turn becoming the attacker and repeating Steps 2 and 3 of the Combat Routine. If engaged in a pursuit battle, one side or the other will immediately retreat (proceed to Step 4).

Step 4. Resolve the Pursuit (Advance after Combat)

The initiative ratings of the two opposing force leaders are compared on the Initiative Modification Matrix. The advancing side rolls the die and consults the Pursuit Table; the result determines the number of hexes the victorious force may advance along the path of retreat.

Step 5. Remove Losses

Reduce the strength of the victorious side by the amount shown on the Combat Results Table. In a pursuit battle, reduce the strength of the retreating force by an amount equal to the length (in hexes) of the pursuit, or equal to the losses of the victorious side, whichever is greater. In a pitched battle, reduce the strength of the losing side by the amount shown on the Combat Results Table.

Steps 1 through 5 are repeated for every combat situation, in order of the attacking player's choice.

c. Disorganization and Rally Segment: Both players now roll the die for each of their forces that retreated during the current phase. If the die roll is greater than the force leader's Initiative Rating, the force is immediately disorganized (any other result has no effect). Both players attempt to rally forces disorganized during previous Combat Phases; if the die roll is equal to or less than the force leader's Initiative Rating, then the force immediately ceases to be disorganized (any other result has no effect).

B. ALLIED PLAYER TURN

The Allied player now becomes the phasing player and carries out the Command, Movement, and Combat functions of his units in the manner and sequence outlined above.

C. GAME-TURN RECORD

At the end of each Game-Turn, the Game-Turn Marker should be advanced one space on the Game-Turn Track (which is printed on the map) to mark the passage of one Game-Turn and signal the start of another.

4.0 COMMAND

A leader may command those units organic to him on his Organization Display (they are considered to be in the same hex as the leader). Certain leaders, called Commanders, may also command a number of subordinate leaders, all of which must be in the same hex or adjacent to the Commander. However, none of these subordinate leaders may presently have leaders subordinate to themselves; each subordinate's force must consist only of those units on his Organization Display. The number of organic units that a leader may command is shown on the Organization Display next to the leader's name. The number of subordinate leaders that a Commander may command depends on his *command span*. Both sides have available Infantry and Cavalry Major Generals which may be pressed into service to command individual units in play.

4.1 ORGANIZATION DISPLAY

The Organization Display for each player is printed on the mapboard. Each leader has a separate track on the display; on these tracks the combat units organic to the leader are placed. During the game, only leader counters are actually placed on the map; thus, the actual size of a force is concealed from the opposing player until revealed during combat. Note that not all leaders begin the game on the map (see Reinforcements,

15.0). All units on a leader's track are considered to occupy the same hex as the leader himself. In addition to the stacking limits in a hex (see 9.0), each leader has a personal limit as to the number and type of units (infantry or cavalry) he may control. This limit is indicated on the Organization Display as follows: #/# = Maximum number of infantry units the leader may control/ Maximum number of cavalry units. Commanders have an additional limit indicated as "=#", which indicates the maximum number of *total* units the Commander may control. For example, Wellington could personally control up to six combat units at any one time. Of these, no more than four could be infantry or no more than three cavalry.

4.11 At the beginning of the game place all combat units in the boxes indicated for them on each leader's track. The number in the box indicates the current strength (in strength points) of the unit. For example, the French infantry division of Major General Donzelot begins the game with a strength of five (i.e., five strength points, each representing one thousand men) and is organic to the I Corps of Lt. General D'Erlons.

4.12 When a unit suffers losses in combat, it is simply moved downwards on the track to the numbered box indicating its reduced strength. For example, if Donzelot's division were to lose two strength points, its counter would be moved to the "3" box of D'Erlons track.

4.13 During a friendly Command Phase, a unit may be transferred to the force of another leader currently stacked in the same hex by simply moving the unit from the first leader's track to the track of the other. A leader may not receive units in excess of the limits shown by his name on the Organization Display. Prussian units may not be transferred to Anglo-Allied leaders (or *vice versa*).

4.14 Major Generals may only be created or disbanded during the friendly Command Phase. To create a Major General, the phasing player places an unused Major General (of the appropriate type) on the map in the hex occupied by the

“parent force” and then transfers a combat unit from the track of the parent force’s leader to the Major General’s track. To disband a Major General, simply reverse the above procedure, replacing the unit on the track of some leader in the hex and removing the Major General from the map. Players may not create Major Generals in excess of the counter limits.

Note: Each army has only one track to be used by all of its Major Generals. When more than one Major General of the same army is in play, the exact units each Major General controls should be recorded on a sheet of paper.

4.2 COMMAND SPAN

Only Commanders may command subordinate leaders. Commanders are the only leaders to have a command span displayed on their counter. A Commander may command a number of subordinate leaders equal to his command span.

Subordinate leaders must be stacked in the Commander’s hex or in an adjacent hex. Leaders subordinate to a Commander may not have other leaders subordinate to themselves.

4.3 THE FORCE

A *force* (represented by a single leader on the map) consists of one or more combat units, and may include subordinate leaders and their organic units. A Commander could command a number of combat units organic to himself in combination with a number of leaders subordinate to him in the same or adjacent hexes, depending on his command span. Subordinate leaders would each control only the organic units on their Organization Display. In order to be considered part of a force, a unit or leader must begin the phase as part of that force. A force moves and attacks as one entity, under the direction of its Commander.

4.31 For purposes of movement, the owning player creates a force just before he moves it. Each leader is considered to be an individual force until the owning player states otherwise.

Thus, if the player wished to create a multi-leader force, he would have to state his intention to do so before moving any of the leaders involved. For example, the player could state that “Commander X is now moving, and attached to his force are leaders A, B, and C”. Players may detach leaders from a force while moving, but these detached leaders may not move any further.

4.32 For purposes of combat, the phasing player (only) creates a force of friendly leaders at the instant of combat. Thus, he could move several forces adjacent to the enemy and within the command span of one Commander and have that Commander lead the attack. Players should note that the concept of the force only comes into use during the friendly Movement, Forced March, or Combat Phases, and that forces can be re-defined at the beginning of any phase. Only the phasing player selects the units which constitute a force, and he may do so only for his own units.

4.33 For purposes of pursuit, the owning player may create a force of friendly leaders at the instant the pursuit begins. The pursuing force must include at least one leader who took part in the attack, and may not include leaders which took part in, or are still engaged in, other attacks during this Combat Phase. For example, assume French forces occupy hexes 0206, 0207, 0306, 0307, and 0308. Napoleon and the units in hex 0307 attack a Prussian force in 0406, forcing it to retreat. Napoleon may form a new force consisting of as many subordinate leaders as he may command from the other hexes, and pursue with the new force.

4.34 Forces not given a Movement Command may attempt to move under the initiative of their Commander (see 6.0). If the force Commander fails to move, the individual leaders may not attempt to move on their own.

4.35 Forces which begin the Movement Phase in an enemy Zone of Control (see 10.0) may only move under the modified initiative of their leader (see 6.1). These forces may not be issued a Movement Command.

4.4 ALLIED ARMIES

The Allied Player controls two separate armies- one Prussian and one Anglo-Allied. A force may only use Movement Commands of its own army. A leader from one army may not have any units of the other allocated to him on the Organization Display. Likewise, Commanders of one army may not control leaders of the other. Forces of one army *may not* stack with forces of the other.

5.0 MOVEMENT COMMANDS

Movement Commands are automatically made available to each army during each Game-Turn, at the beginning of the friendly Movement Command Segment. They may not be accumulated from Game-Turn to Game-Turn. Any force issued a Movement Command is guaranteed to be able to move during the March Segment. In order to receive a Movement Command, a force must start the segment within Dispatch Distance of its Dispatch Hex (in the case of a multi-hex force, only the Commander need be within range), and must not be in the Zone of Control of an enemy unit. Simply announce that the force is receiving a Movement Command, and immediately execute its March. One Movement Command is expended for the force (unless the force is making an Extended March which requires two Movement Commands), regardless of its total strength or the distance it moves. The number of Movement Commands received by each army is as follows:

ARMY	MOVEMENT COMMANDS
French	3
Prussian	2
Anglo-Allied	2

5.1 DISPATCH DISTANCE

To be within Dispatch Distance, a force must be within 10 movement points of its army's Dispatch Hex. If the player can trace a continuous line of hexes from the force (exclusive)

to this hex (inclusive), no more than 10 movement points in length, the force is within Dispatch Distance and may receive a Movement Command. This is true regardless of whether the force moves out of Dispatch Distance during its movement. Dispatch Distance may be traced through any terrain, at the cavalry movement rate. It may be traced into or out of enemy controlled hexes, but not through them unless such hexes also contain friendly units (see 10.0).

5.2 DISPATCH HEXES

French Army: 0107

Anglo-Allied Army: 1905

Prussian Army: 1212 or 1710/1909*

* The Allied Player may use either hex 1212 or 1710 (the town of Wavre) as the Prussian Dispatch Hex. This is done entirely at the player's option, and he may use either (or both) at any time, as he sees fit. However, once a French unit enters or moves adjacent to hex 1212 (regardless of the presence of Allied units in the hex), it may no longer be used as a Dispatch Hex for the remainder of the game. Likewise, if a French unit enters or moves adjacent to hex 1710, it immediately ceases to be a Dispatch Hex. This Dispatch Hex is considered to automatically shift to hex 1909, and remain there until the end of the game.

6.0 INITIATIVE

All forces not issued a Movement Command may only move under the initiative of their leader or Commander. For each such force, the player rolls one die: if the result is equal to or less than the leader's initiative rating, the force may be moved normally. If the result is higher than the leader's initiative rating, the force may not move that segment. Leaders attempting to exit an enemy Zone of Control (see 10.0) or pursue a retreating enemy force after combat may do so only under their own initiative, which is modified according to the Initiative Modification Table.

6.1 INITIATIVE MODIFICATION

The initiative rating of a leader in an enemy Zone of Control may be reduced, depending on the initiative of the leader commanding the enemy force. The printed initiative rating of the active leader (the leader attempting to move) is cross-referenced with the initiative rating of the passive leader (the non-moving enemy force leader) on the Initiative Modification Table. The passive leader may be the enemy leader in the adjacent hex, or any enemy leader within two hexes capable of including the units in the adjacent hex in his force, at the non-phasing player's choice. The number result read off the table is the modified initiative rating for the active leader, and is the rating used to determine if the leader will move or how far he will pursue after combat. For example, a leader with a printed initiative rating of 3 attempts to leave the Zone of Control of an enemy force commanded also by a leader with a printed initiative rating of 3. Cross-referencing the two leader's rating gives the number result of 2. This is the active leader's modified initiative rating.

6.2 EXITING ZONES OF CONTROL

Forces in enemy Zones of Control may attempt to leave during the Movement and Forced March Segments. They may only move under their commanding leader's own initiative, as modified according to the Initiative Modification Table. They may not be issued Movement Commands. The active leader from the example in 6.1 may only move if the die roll for initiative is a 1 or 2.

6.3 PURSUIT (Advance After Combat)

In a combat situation in which an enemy force has been forced to retreat, the victorious leader's modified initiative rating (derived as in 6.1) is cross-referenced with the length of that retreat on the Pursuit Table. One die is rolled and is compared to this column, and the result is the number of hexes the victorious force may advance. For example, if the active

leader from the example in 6.1 was attempting to pursue after the defender had retreated 6 hexes, on a die roll of 4, the active leader could pursue 3 hexes.

7.0 MOVEMENT

Movement takes place during the friendly Movement Phase and the friendly Forced March Segment. All combat units move as part of a force, whose location is denoted on the map by the presence of a leader. Combat units are never placed on the map. A force may be moved in any direction or combination of directions. Forces are moved one at a time, tracing a path of contiguous hexes through the hex grid. As a force enters each hex, it must expend one or more movement points, depending on the effects of the terrain in the entered hex and on the crossed hexside. The movement points expended by a force during a single phase may not exceed the different movement allowances of the different units in the force. Unused movement points may not be accumulated from segment to segment or transferred from unit to unit. During the Movement Phase, forces issued an additional Movement Command may perform an Extended March.

7.1 MOVING FORCES

Only the forces belonging to the phasing player may be moved during a Movement Phase, and only the non-phasing player's forces may move during a Forced March Segment. No enemy movement or combat may occur while this movement is taking place. A force consisting of several leaders in the same hex moves together through the path of hexes expending movement points for each hex entered. When a force consisting of leaders in more than one hex moves, the owning player must consider the path of each individual leader. It is not necessary that each leader enter the same hex as the force Commander's stack does, but each moving leader in the force must remain within one hex of the path taken by the Commander.

7.2 MOVEMENT ALLOWANCE

A movement allowance represents a unit's or leader's relative ability to move when allowed to do so, and is expressed in movement points. Infantry units have a movement allowance of 5 movement points. French Imperial Guard infantry units (the 1st OG, 2nd OG and 1st YG units of Druout's Corps) and the cavalry units and leader's of all nationalities have a movement allowance of 7 movement points. A force may continue to move until any unit in the force has expended its full movement allowance. The full movement allowance may be expended during both the Movement Phase and Forced March Segment. A force expends movement points in order to move from hex to hex on the game map. A force may never enter a hex unless every unit in the force has sufficient movement points remaining to pay the full entry cost of the terrain in the hex.

7.3 EFFECTS OF TERRAIN ON MOVEMENT

The basic movement point cost to enter a Clear terrain hex is one movement point. The cost to enter certain non-clear terrain hexes and/or cross certain hexsides may be more or less than one movement point, as shown on the Terrain Effects Chart. All terrain movement costs are cumulative.

7.31 Roads and Rivers: A force which enters a hex by moving along a road pays the rate for that type of road (primary or secondary) regardless of other terrain in the hex. Unbridged river hexsides are crossed at the cost shown on the Terrain Effects Chart.

7.32 Variable Movement Costs: Some of the movement costs shown on the Terrain Effects Chart are different for cavalry and infantry. Cavalry costs are applicable only to cavalry units; infantry costs apply only to infantry and leader units.

7.4 EXTENDED MARCH

Extended March can be used by the phasing player during the March Segment to increase the movement allowance of a force by up to four additional movement points. In order to perform an Extended March, the force in question must be within Dispatch Distance at both the beginning of the Movement Command Segment and at the end of its normal movement. On both of these occasions the phasing player must expend one Movement Command for the force. Thus, a force performing an Extended March will require two Movement Commands. Extended March may not be attempted using a leader's initiative rating. It may only be accomplished by using Movement Commands.

7.5 FORCED MARCH

Forced March is the movement of a player's forces during his Forced March Segment, which takes place during the opposing player's Combat Phase. Such a force may only move under its leader's initiative. It may not enter an enemy controlled hex unless that hex is already occupied by a friendly force.

7.6 MOVEMENT INHIBITIONS AND PROHIBITIONS

A force may never enter a hex containing an enemy combat unit. A force may freely enter and/or move through hexes containing other friendly forces, and does not expend any additional movement points to do so. A force may never be voluntarily moved off the game map except to fulfill game victory conditions. A force which is required to retreat off the game map by a combat result may do so, and may return later (see 12.4).

8.0 REPULSE

During the Movement Phase (only), the phasing player may attempt to *repulse* enemy forces in the path of any moving friendly force which he suspects has the necessary overwhelming strength. The phasing player must state which enemy forces are being repulsed. In order to be excluded from the repulse attempt, all other enemy forces adjacent to the repulsing force must be attacked or repulsed by other friendly forces during that same player-turn. A successful repulse requires seven-to-one odds or greater, and when calculating the odds, all terrain effects must be included. The repulsed force retreats two hexes, and neither force takes any casualties. Repulse attempts are announced during movement, after moving next to an enemy force. When the attempt is announced, the opposing strengths are revealed immediately, and the two hex retreat is carried out if the odds are sufficient. If the odds are six-to-one or less, movement for the phasing force stops and the confrontation is resolved as a regular combat during the Battle Segment, with the die rolled on a column two columns to the left of the actual battle odds. If the repulse is successful, the moving force enters the vacated hex and may continue moving up to the limit of its movement allowance. The moving force may move adjacent to other enemy forces after the successful repulse, and may attack any adjacent enemy forces, including the one it just successfully repulsed.

9.0 STACKING

The maximum number of combat units which may be stacked in the same hex at the end of a segment is *seven*, of which no more than *five* may be infantry units. Leaders do not count against the stacking limitations. Since leaders on the map represent the combat units organic to them on their Organization Displays, the players must refer to these displays as they move to insure that they don't allow too many units to occupy a hex.

9.1 OVERSTACKING PENALTY

If a player allows too many units to occupy a hex, he must immediately retreat one hex as many units as necessary to conform to stacking limitations.

9.2 EFFECTS OF STACKING ON COMBAT

Units stacked in a single hex always defend at their combined strength. Units in the same hex may attack more than one hex in one combined attack. Units in the same force must attack together. Units may not retreat into or through friendly occupied hexes; if such a hex is the only alternative to a force retreating after combat, the friendly force in the path of retreat must be displaced to an adjacent hex and then the retreating force may pass into the vacated hex.

10.0 ZONES OF CONTROL

The hex a force occupies and the six hexes immediately surrounding it constitute the Zone of Control (ZOC) of that force. Hexes upon which a force exerts a ZOC are called *controlled* hexes. Moving forces must stop moving when they enter an enemy controlled hex (exception, see 8.0 and 13.0), and are required to attack at least one enemy occupied hex when in an enemy controlled hex at the beginning of their own Battle Segment. A leader and his force may only exit an enemy controlled hex during a Movement Phase or Forced March Segment under the leader's initiative (see 6.0), and may incur a movement point penalty to do so. A force may be compelled to retreat or advance out of an enemy ZOC during the Battle Segment. Zones of Control do not extend across Primary River hexsides unless they are crossed by a Bridge or Ford. A Zone of Control may block a force's path back to a Dispatch Hex for purposes of receiving a Movement Command (see 5.1). The projection of a friendly ZOC may be blocked by the presence of enemy units, but not their ZOC. Adjacent enemy units are equally and mutually affected by each other's ZOC.

There is no additional effect from having more than one unit project its ZOC into a single hex. Forces moving during the Forced March Segment may not enter an enemy controlled hex, unless that hex is already occupied by a friendly unit(s).

10.1 ZONE OF CONTROL EFFECTS ON MOVEMENT

A force is required to stop its movement upon entering an enemy ZOC during the March and Forced March Segments, and remain in that controlled hex for the remainder of that segment. It may leave in a subsequent segment. There is no movement point cost to enter an enemy ZOC, but to exit an enemy ZOC costs two movement points beyond the cost of entering the adjacent hex (Exception: see 10.3). A force may never move directly from one enemy controlled hex to another (unless advancing or retreating after combat). A force in an enemy controlled hex may move only under the initiative of its Commander. It may not be issued a Movement Command. The moving leader's initiative may be adversely affected by the initiative of the adjacent enemy leader (see 6.1). If more than one enemy force controls the hex, use the leader with the highest initiative rating for reference.

10.2 ZONE OF CONTROL EFFECTS ON RETREATS AND PURSUITS

A force may retreat into an enemy ZOC (if permitted by the priorities under Path of Retreat, 12.2). A force does not have to cease retreating upon entering an enemy controlled hex. However, such a force must *double* its losses caused by any enemy pursuit. A force entitled to pursue after combat may ignore any and all enemy ZOC's along the path of its advance.

10.3 WAIVING THE ENEMY ZOC MOVEMENT PENALTY

Under certain circumstances, the penalty of two movement points for exiting an enemy ZOC may be waived.

10.31 Small Forces: A force of only one infantry strength point does not compel an enemy force exiting its ZOC to expend any additional movement points for that purpose. A force of two infantry strength points requires an additional movement point cost of one movement point (only) to exit its ZOC.

10.32 Cavalry: Cavalry units never pay any additional movement point cost to exit an enemy ZOC unless there is enemy cavalry (any amount) in the force exerting the ZOC. If there is any amount of cavalry present in a force (even one or two strength points), *all* units must pay the *full* two additional movement points to exit its ZOC.

11.0 COMBAT

Phasing forces which begin their Battle Segment in an enemy ZOC must attack at least one adjacent enemy force in that segment. The phasing player decides which combat situation will be resolved first if more than one exists. The players first determine whether the combat will be resolved as either a *pitched* battle or a *pursuit* battle (see 11.2). The type of battle will affect losses and decide if there will be further rounds of battle during this combat. For each round of battle during a combat situation, follow the procedure outlined below. As a result of combat, both the attacker and the defender may lose strength points, one force will retreat (see 12.0), and the victorious force may pursue (see 13.0). The retreating force may become disorganized (see 14.0).

PROCEDURE

The phasing player (the attacker) compares the sum of the strength points of the units attacking a given hex with the sum of the strength points of the units defending the hex. This comparison is expressed as a ratio between the attacking and defending strength point totals (attacker's strength divided by the defender's strength) and is simplified by rounding off (in favor of the defender) to one of the odds ratios on the Combat Results Table. For example, if fifteen strength points were attacking four, the combat odds ratio would be 3.75 to 1, rounded down in favor of the defender to 3 to 1. This combat odds ratio is located on the Combat Results Table, on either line "A" or "NA", depending on whether the terrain of the defender's hex will affect the attack (see 11.3). After the correct column on the table has been determined, the attacking player rolls one die, modifying the number rolled by any combat bonus points contributed by his force Commander (see 11.5) or the French Grand Battery, if present (see 18.0). The net die roll number is cross-indexed with the previously determined combat odds column, and the combat result is read off. Combat results are expressed as two numbers separated by a dash, with the left-hand number affecting the attacker and the right-hand number affecting the defender. A number set in normal type indicates that this side has won the battle and loses a number of strength points equal to the number shown. A number set in *italic* type indicates that this side has lost the battle. The losing side's losses will depend on whether the round was fought as a pitched or pursuit battle.

11.1 COMBAT REQUIREMENTS

Combat is mandatory between adjacent opposing units within each other's ZOC. A force in an enemy ZOC at the beginning of the Battle Segment must attack at least one enemy occupied hex. All enemy occupied hexes adjacent to friendly forces must be attacked by a friendly force. The phas-

ing player may choose which attacking units will attack each defending hex. All units which are attacking a given hex must belong to the same force at the beginning of that Battle Segment. Every unit in an attacking force must be adjacent to the defending hex in order to participate in the attack. Enemy units stacked in a hex always defend together, regardless of what force they belong to. Individual units in a stack may never be attacked separately.

11.11 Multi-Hex Combat: A force must combine its total strength into a single attack. If the force occupies more than one hex, it may not attack piecemeal, one hex at a time, unless the attacking units in separate hexes are designated as separate forces. If attacking units in different hexes are designated as a single force subordinate to a single leader, he is considered to be in command of each hex. A single combat may involve attacking or defending units in any number of different hexes, so long as all of the attacking units are part of a single force and all of the attacking force is adjacent to all of the defending force. Two separate forces may not make one combined attack; their attacks must be resolved individually, and must be against different hexes. A defending hex may only be attacked once per Battle Segment (Exception: see Pitched Battles, 11.2). Two or more separate defending forces may be attacked simultaneously in one combined combat by a force which occupies a hex adjacent to all the defending forces.

11.12 Multi-Force Combat: If a player has more than one force adjacent to an enemy occupied hex, only one force may attack. The additional adjacent friendly forces may not attack, but do suffer any adverse results along with the force actually attacking. If a phasing single force is in the ZOC of more than one enemy occupied hex, it must attack all those adjacent enemy units which are not engaged by some other attacking force. If friendly forces are adjacent to only a portion of an enemy force in several hexes, only that portion actually adjacent is attacked.

11.2 PURSUIT AND PITCHED BATTLE

As Step 1. of the Combat Routine, the players determine the type of battle each friendly force involved in a combat situation will fight. The non-phasing player secretly pushes forward either the pitched battle or pursuit battle marker as his choice. The phasing player then announces his choice, and the hidden marker is revealed. If the loser of an attack chose pursuit battle, his force must retreat and the victor may pursue. If the loser chose pitched battle, his force loses the strength points called for by the result, and then counterattacks.

11.21 Pursuit Battles: In a pursuit battle the losing force must retreat (see 12.0), and the victorious force may pursue (see 13.0). The retreating force loses strength points equal to the losses of the victorious force or equal to the length of the pursuit in hexes, whichever is greater.

11.22 Pitched Battles: If the losing force in the first round of a combat situation chose pitched battle, the force may not retreat. The force instead removes the losses called for by the result and all surviving effective units in the force counterattack. This attack must be made against at least one hex occupied by units which made the original attack. The odds for this counterattack are calculated in the usual manner, and are modified by affecting terrain and/or any Combat Bonus of the counterattacking force Commander. The results of this and all subsequent attacks and counterattacks between the two forces may be applied as if it were either a pitched or pursuit battle, *at the option of the losing player*. If the retreating player chooses to continue the pitched battle (by not retreating), then the phasing player must repeat his original attack, possibly causing another counterattack. This alternating sequence of attacks and counterattacks continues until one force retreats or is eliminated.

11.23 A force consisting solely of an Infantry or Cavalry Major General may never choose pitched battle. They may take part in a pitched battle as part of a Commander's force.

11.24 The number of attacks (or counterattacks) a force may make during a pitched battle depends on the initiative rating of the force leader. If a force has already attacked or counterattacked a number of times equal to the leader's initiative rating, and the force is still required to attack or counterattack, it may continue to do so, but must retreat as soon as it is the loser in any combat result (i.e., once the limit is reached, the force may no longer convert retreat results into strength point losses and thus remain in place).

11.3 EFFECTS OF TERRAIN ON COMBAT

The terrain in a hex which is being attacked, the terrain on a hexside through which an attack is being conducted, and the terrain in a hex from which an attack is being made may change the odds of the combat.

11.31 Affecting Terrain: When a force is attacked *exclusively* by units from across River hexsides, the combat odds are located on the "Affecting" (A) line on the Combat Results Table. "Not Affecting" (NA) terrain includes all other types of terrain on the map. Units may only attack across Primary river hexsides where they are crossed by a Bridge or Ford.

11.32 Woods Effects: The strength of cavalry units is halved when attacking into, or defending in, Woods hexes. Halve the total strength of all cavalry units in the hex and round any remaining fractions up.

11.4 COMBAT CASUALTY PROCEDURE

Losses called for by the combat result must be allocated to combat units on the Organization Display. Once a unit is eliminated, it may never be brought back into the game.

When *attacking*, the owning player may distribute the losses among his own units as he sees fit, within the following restrictions:

- 1) All losses must be taken from the organic units of any individual leader. (If one leader's organic units are completely eliminated, further losses are taken from a second leader.)
- 2) One half the total loss (fractions rounded up) must be taken from a single unit on the chosen leader's track on the Organization Display.
- 3) Additional losses must be distributed "evenly" among the other units on the chosen leader's track. That is, no unit (other than the unit in [2] above) may be reduced by two strength points until all other effective units have been reduced by one strength point.
- 4) Losses must be taken from units which began the casualty procedure in an *effective* state (see 11.5).

When defending, the owning player chooses any one leader from whose units losses will be taken. The *opposing* player may then distribute the losses among the organic units of that leader as he sees fit, within the following restrictions:

- 1) One half of the total loss (fractions rounded up) must be taken from a single combat unit on the leader's track.
- 2) Additional losses must be distributed "evenly" among the other units on the chosen leader's track. Again, no unit (other than the unit in [1] above) may be reduced by two strength points until all other units have been reduced by one strength point.
- 3) Whether or not a unit is ineffective has no bearing on the distribution of the defender's losses.

11.5 INEFFECTIVE UNITS

Units become ineffective as soon as their combat strength is reduced to an amount less than or equal to the ineffectiveness number printed on the unit's counter. Once ineffective, units remain so for the rest of the game. Ineffective units should be indicated by flipping the counter over to their reverse side on the Organization Display. Ineffective units may not attack, but they may defend normally. If a force composed entirely of ineffective units is compelled to attack, the attack is automatically resolved at the worst possible combat odds (the 1 to 5 column). Ineffectiveness has no other effects.

11.6 LEADERSHIP BONUS POINTS IN COMBAT

Certain leaders in the game were noted historically for their superior ability to direct battles. For game purposes these leaders are marked with (*) symbols on their counters, the (*) being one combat bonus point. When these leaders are commanding an attacking force, the owning player may improve his attack by subtracting one point from the attack die roll. Bonus points are not applicable on defense.

12.0 RETREAT AFTER COMBAT

A force required to retreat by a combat result must move the full number of hexes away from the battle in the general direction of its Dispatch Hex. Units stacked together must remain together. Retreats are conducted in terms of hexes (not movement points), but the retreat should attempt to follow the path of lowest movement point cost. A force completely surrounded by enemy units may not retreat and is eliminated if the victorious force is able to advance at least one hex. A retreating force may enter enemy Zones of Control, but strength point losses caused by pursuit are *doubled*. A retreat is permitted into or through a friendly occupied hex, but only after the friendly occupying units are displaced one hex to the rear.

12.1 RETREATS BY MULTI-HEX FORCES

Leaders in adjacent hexes may not retreat in different directions if they participated in a single combat (leaders in the same hex must always retreat together). Such forces must end the retreat adjacent to one another. In this case the path of retreat is considered to be the path taken by the leader with the higher initiative, and for casualty purposes, the enemy pursuit is counted along his path.

12.2 PATH OF RETREAT

Whenever an enemy unit is forced to retreat, it will leave a path of vacant hexes behind it called the *path of retreat*. This path must be traced as straight as possible; no hex in the path may be adjacent to more than one hex already retreated through by the retreating force, nor may one hex be passed through more than once. If no such path is available, the retreating force retreats as far as it can; if the enemy pursuit would carry the pursuing force into the hex in which the retreat came to a halt, the retreating force is entirely eliminated. In general, retreating forces should head in the direction of the nearest Dispatch Hex. The following is a list of the parameters of the retreat path, in order of priority:

- 1) The force must retreat the total number of hexes indicated, except under circumstances detailed below. It must end its retreat that number of hexes away from the hex in which the combat took place.
- 2) It may not retreat into or through a hex which it has already retreated into during this retreat. It may not retreat into an enemy occupied hex. If any of these conditions cannot be met, the units in question stop in the last hex of the retreat path which did meet these conditions, and are eliminated if the enemy force is able to advance into that hex.
- 3) The force must retreat the total number of hexes indicated, except under circumstances detailed below. It must end its retreat that number of hexes away from the hex in which the combat took place.

4) The path should be through hexes vacant of friendly forces. If the path must traverse friendly occupied hexes, they should be those containing the fewest strength points, and the occupying units must be displaced one hex.

5) The path should take the route of the lowest movement point cost where alternatives are available. Movement points are considered as if the retreating force was moving normally along the path, although the retreat is executed in terms of hexes.

6) All other things being equal, the retreating force must choose the path which places it nearest to its Dispatch Hex in terms of movement points.

12.3 DISPLACEMENT

If the only hex available to the retreating force (outside of enemy ZOC's) is occupied by a friendly force, then the friendly force is displaced. The displaced force is moved out of the way one hex (as if it were retreating as a result of combat), and the path of retreat proceeds into or through the hex it vacated. If the displacement would cause the displaced force to move into an enemy ZOC, the retreating force instead stops in its last hex, and is eliminated if pursuing forces can enter its hex. Displaced units can themselves displace other friendly units in a sort of chain reaction of displacement, if that is the only alternative.

12.4 RETREATING OFF THE MAP

If a force is compelled to retreat off the map, it may do so. A pursuing force must stop at the map edge, however. Forces which retreat off the map edge are automatically disorganized (see 14.0); once rallied, they may re-enter the game as if they were reinforcements (see 15.0), using the hex they exited the map from as their entry hex.

13.0 PURSUIT AFTER COMBAT

The victorious force in a battle may pursue the retreating losing force, advancing along the path of retreat. Pursuing forces may not stray from this path. They may cease advancing in any hex along the path of retreat, short of or equal to the length of advance specified on the Pursuit Table. Pursuing units may advance from one enemy controlled hex to another, and may enter the hex now occupied by the retreating force, in which case the retreating force is eliminated. A force may not advance farther than the number of hexes shown on the Pursuit Table, nor beyond the retreating force's position. The pursuit procedure must be carried out immediately, before any other combat is resolved. Units are never forced to pursue. After advancing, the units may not engage in further combat in that phase, even if their advance places them adjacent to enemy units whose battles are yet to be resolved, or were not previously in a battle situation.

13.1 WHICH UNITS MAY PURSUE

The entire force actually involved in the combat may pursue, as well as other friendly adjacent forces which were not otherwise engaged (see 4.33). However, a player may wish to compose a force consisting of only one or more of the participating leaders and their organic units to make the pursuit, while the remaining leaders hold in position. The pursuing player may not create any new Major Generals or juggle units organic to involved leaders; this can only be done during the Command Phase of the turn. Only one force may make pursuit. The pursuing force must be at least equal in strength points to the length of the advance it makes. When determining the length of the advance, only the advancing leader's initiative rating is compared against the retreating leader's to get the modified initiative rating for the pursuing force.

13.2 DETERMINING THE EXTENT OF PURSUIT

To determine the length of the allowed advance after combat, refer to the Pursuit Table. Cross-reference the advancing

leader's initiative rating (derived from the Initiative Modification Table) with the length of the retreat of the enemy force (determined by the Combat Results Table) on the top half of this table. This comparison determines the column to be used on the bottom half of the Pursuit Table to derive the length of the pursuing force's advance. Roll the die and cross-reference the number rolled with the column determined from the top half of the table. The number result of this comparison is the number of hexes which the victorious force may advance along the retreating force's path of retreat.

13.3 PURSUIT BONUS

Add one hex to the length of advance shown on the Pursuit Table for a force consisting exclusively of cavalry and/or French Imperial Guard (1 YG, 1 OG, and 2 OG).

13.4 OFF MAP PURSUIT

A pursuing force must stop at the map edge, and move no further. A retreating force which is forced off the map edge takes losses due to any pursuit as though the advancing force continued moving off the map.

14.0 DISORGANIZATION AND RALLY

A force which retreats after combat must determine whether or not it (and its leader) has become *disorganized*. Roll a die once for each retreating force and compare the number rolled with the printed initiative rating on the leader's counter. If the number rolled is higher than the leader's initiative rating, that force is disorganized, any other result has no effect. Place a Disorganized Marker on all disorganized leaders to denote that their forces are disorganized. In the case of a multi-leader force, the owning player may choose to have the entire force make a die roll using the initiative of the force Commander, or have some or all of the leaders in the force make separate die rolls, each using their own initiative. Disorganized units suffer reduced capabilities until they are rallied.

14.1 EFFECTS OF DISORGANIZATION

Disorganized leaders may not move during the Forced March Segment or attempt to move under their own initiative. When moved using a Movement Command, they must end their movement closer (in terms of movement points) to their Dispatch Hex. Disorganized forces may not enter enemy controlled hexes unless that hex is already occupied by a friendly unit. Disorganized forces may be included in a Commander's force, but may still move only if that Commander receives a Movement Command, and the entire force must move closer to the Dispatch Hex. Disorganized units may not attack, but defend normally. If a force composed entirely of disorganized units is compelled to attack, this attack is automatically resolved on the worst possible combat odds column (1 to 5). Disorganized combat units may not be reorganized on the Organization Display into the force of some other leader. Disorganized leaders may not receive any additional units through reorganization. Disorganized forces that are forced to retreat again do not roll for any additional disorganization.

14.2 RALLY

Disorganized leaders may attempt to *rally* from their disorganized state during all subsequent Disorganization and Rally Phases. For each force which begins the phase disorganized, the owning player should roll one die. If the number rolled is less than or equal to the leader's initiative rating, the force is considered to have rallied and the disorganized marker is removed. There is no limit to the number of times that a force may become disorganized, rally, and become disorganized again.

15.0 REINFORCEMENTS

Reinforcements are additional units that enter the map during the play of the game. Reinforcements are eligible to enter the map during the turn and phase indicated for them on the

player's Set Up/Reinforcement Chart. They arrive in the hex or hexes listed and pay the normal terrain cost for the entry hex. Reinforcements may arrive stacked so long as the stacking rules are not violated. The first stack of reinforcement units brought onto a single hex in a phase expends one movement point to enter the entry hex, the second stack expends two, etc. (these costs would be halved for units entering through Primary Road hexes). For each force to enter the map the owning player must either expend a Movement Command for this purpose (in the Movement Phase) or attempt to have the force enter under the initiative of its leader. The owning player determines the exact order of arrival; reinforcing units may be delayed off the map either by circumstances or at the player's discretion. Reinforcements may enter the map into an enemy ZOC. However, such units may not enter the map so long as their entry hex is physically occupied by an enemy unit. Reinforcements off the map are always considered to be within Dispatch Distance.

15.1 FRENCH REINFORCEMENTS

All French units may enter the map during the French March Phase of Game-Turn 1, from hexes 0105, 0107, and/or 0110, as the French Player chooses. The French Player may organize his leaders into forces as he wishes, but he may not reorganize units on the Organization Display before those units enter the map. French units may not use Extended March in the phase that they enter the map.

15.2 ALLIED REINFORCEMENTS

Allied units become eligible to enter the map at various times during the game. Allied units must enter divided into the forces indicated on the Reinforcement Track and may not be reorganized on the Organization Display before entering the game. However, they *may* use Extended March on the phase that they enter the map.

Note: During Game-Turn 1, Prussian leaders Bluecher, Pirch and Thielmann may enter the map. Pirch and Thielmann are subordinate to Bluecher. The force may enter during this phase only by *extended march* (i.e., the Allied Player must use both Prussian Movement Commands for this purpose). If this is done, the force is considered to have already expended five movement points “off map” in order to reach the map edge. If the force does not make an extended march, it may enter during any *following* Allied Movement Phase or Forced March segment, in the same manner as normal reinforcements.

15.3 REINFORCEMENT MAJOR GENERALS

Brigade/Divisional-sized units listed on the Allied Set-Up/Reinforcement Track in lower case letters are each represented on the map by a Major General of the appropriate type, either cavalry or infantry.

16.0 VICTORY CONDITIONS

Play continues until one player or the other fulfills his Victory Conditions, or until the end of Game-Turn 4, whichever occurs first. The Allied Player wins by eliminating 45 or more French strength points. The French Player wins by fulfilling any *one* of the following Victory Conditions:

- 1) Eliminating 35 (or more) Prussian strength points;
- 2) Eliminating 30 (or more) Anglo-Allied strength points;
- 3) Exiting Napoleon and at least 20 French strength points (including ineffective units) off any hex of the north map edge;
- 4) Exiting any other French leaders and at least 30 French strength points (including ineffective units) off any hex of the north map edge. (*)

Victory is judged at the end of each player-turn, and players must keep a running total of units eliminated (or exited off the map) during play. If both players achieve victory in the same

player-turn, or no player achieves victory before the end of the game, the result is considered an Allied Victory.

(*) French units may exit off any hex of the north map edge at a movement point cost equal to the cost of entering the map edge hex they last moved through. Once they have left the map they may not re-enter the game. Allied units may not voluntarily exit the map.

17.0 SETTING UP THE GAME

The units which set up on the map to begin the game are shown on the Allied Set-Up/Reinforcement Track. The remaining units enter as reinforcements as shown. All combat units should be placed on the Organization Display as shown until called into play. Once the game is set-up, play begins with the French Player taking his first turn.

18.0 FRENCH GRAND BATTERY (Optional Rule)

With the agreement of both sides, the French Player may include the Grand Battery unit to his forces. This unit has a strength of four, becomes ineffective at a strength of one, and is considered an infantry unit for all purposes except command. Before play begins, it may be added to the organic units of any French leader at no cost to that leader's normal command capacity. Thereafter the Grand Battery may be transferred in the normal manner to other leaders, but never counts as a unit for command purposes. The Grand Battery possesses one bonus point which may be added to any attack in which the unit takes part. However, the bonus point cannot be used in any attack against Anglo-Allied forces which are stacked with, or adjacent to, the Duke of Wellington leader. The Grand Battery loses its bonus point when ineffective or disorganized. The Grand Battery is the last unit on a leader's track to take casualties.

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COMPONENTS

One 11" x 17" mapboard
One rulebook
One counter sheet (117 pieces)
One six-sided die

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COMBAT RESULTS TABLE

Probability Ratio (Odds)

Terrain: Attacker's Strength to Defender's Strength:

NA 1-5 1-4 1-3 1-2 1-1 2-1 3-1 4-1 5-1 6-1

A 1-4 1-3 1-2 1-1 2-1 3-1 4-1 5-1 6-1

Die:

0 3-2 3-4 2-4 2-5 1-5 1-7 1-9 1-10 1-10 1-10

1 8-2 4-2 3-4 2-4 1-4 1-5 1-7 1-9 1-10 1-10

2 4-1 5-2 4-2 3-3 1-3 1-4 1-6 1-8 1-10 1-10

3 10-0 5-1 5-2 3-2 2-2 1-3 1-5 1-5 1-6 1-10

4 10-0 6-0 5-1 3-1 2-2 2-3 2-5 1-4 1-4 1-4

5 10-0 10-0 8-1 4-1 3-1 3-3 2-4 2-5 3-8 2-8

6 10-0 10-0 9-0 6-0 4-0 4-2 4-3 4-8 4-10 4-10

Attacks at greater than 6-1 are treated as 6-1. Attacks at worse than the worst odds shown are resolved on the worst odds column of the CRT.

Key: nr=number of Strength Points lost or number of hexes retreated. Larger number (*in italics*) indicates the retreating side: Attacker-Defender.

PURSUIT TABLE

Modified Initiative:

Length of Retreat (in hexes):

0-1 8+ 7 6 5 4 3 2 1

2 8+ 7 6 5 4 3 2 1

3 8+ 7 6 5 4 3 2 1

4,5 8+ 7 6 5 4 3 2 1

Die:

Length of Advance (in hexes):

2/1 8 7 6 5 4 3 2 1 0 • •

4/3 7 6 5 4 3 2 1 0 • • •

6/5 6 5 4 3 2 1 0 • • • •

Key: nr=advance in hexes. •=no advance.

Pursuit Bonus: add 1 for exclusively Cavalry, Imperial Guard forces. **Note:** Number on Combat Results Table tells only the length of retreat; after executing the retreat, use this table to determine the permissible length of advance.

ALLIED SET-UP/REINFORCEMENT TRACK

Game-Turn	Phase	Nat.	Units	Hex of Entry (or Set-Up)
—	At Start	<i>British:</i>	Perponcher	1203
		<i>Prussian:</i>	ZIETHEN; Henckel; Jagow	0808 0909 0406
14-15 June	Force March March	<i>None</i>	<i>Prussian:</i> BLUECHER (PIRCH, THIELMANN)	0812
		<i>British:</i>	PRINCE OF ORANGE	1201 or 1501
16-17 June	Force March March	<i>British:</i> WELLINGTON <i>Prussian:</i> NONE		1905 or 1907
		<i>British:</i>	HILL; Uxbridge	1201 or 1501 1701
		<i>Prussian:</i>	NONE	
18-19 June	Force March March	<i>Prussian:</i> BUELOW <i>British:</i> NONE		1212 or 1512
		<i>British:</i>	Cole; Stedman; Coleville	1905 or 1907 1701 1701
		<i>Prussian:</i>	NONE	
20-21 June	Force March March	<i>None</i> <i>None</i>		

TERRAIN EFFECTS ON MOVEMENT

Cost in Movement Points to enter or cross:

	Inf.	Cav.
Primary Road	½	½
Secondary Road & Clear	1	1
Woods	2	4
Primary River	cross at Bridge	
Secondary River	+1	+1
Bridge	apply Road rate	
Towns	no addit.	
Ford	+2	+2

INITIATIVE MODIFICATION MATRIX

Passive Leader's Initiative

	5	4	3	2	0-1
0-1	0	0	0	0	1
2	0	0	1	1	2
3	1	1	2	2	3
4	2	2	3	4	4
5	•	4	4	5	5

Active Leaders Init.

KEY: Resulting number is Modified Initiative, which is compared to die roll (or length of Enemy Retreat in Pursuits).

•=not possible (no French fives).

Hundred Days Battles

FRENCH UNITS

Emperor Napoleon 5*4	Marshal Ney 3-1	Maj. Gen. INF 1 0-0	Maj. Gen. INF 2 0-0	Maj. Gen. INF 3 0-0	Maj. Gen. INF 4 0-0	Maj. Gen. CAV 1 4-0	Maj. Gen. CAV 2 4-0	Maj. Gen. CAV 3 4-0
Maj. Gen. CAV 4 4-0	Marshal Grouchy 3-1	Gde Lt. Gen. Drouot 3-0	XX 1OG Grenad. 0	XX 2OG Chass. 0	XX 1YG Barrois 1	XXX OG Mortier 1	I Lt. Gen. d'Erlon 3-0	XX 1st Allix 1
XX 2nd Donzelot 2	XX 3rd Marcognet 1	XX 4th Durutte 1	XX 1st Jacquinot 1	II Lt. Gen. Reille 3-0	XX 5th Bachelu 2	XX 6th Jerome 2	XX 7th Girard 2	XX 9th Foy 2
XX 2nd Pire 1	III Lt. Gen. Vandam. 3-0	XX 8th Lefol 2	XX 10th Habert 2	XX 11th Berthet. 2	XX 3rd Domon 0	IV Lt. Gen. Gerard 3-0	XX 12th Pechoux 2	XX 13th Vichery 1

BRITISH UNITS

XX 20th Jeanin 1	XX 21st Teste 1	XXX I Pajol 1	XX 14th Bourmont 1	XX 7th Maurin 1	Grand Battery 1 *		Maj. Gen. INF 4 0-0	XX 6th Cole 5
XXX III Kellerm. 1	XXX IV Milhaud 1	XXX II Exelmans 1	VI Lt. Gen. Mouton 3-0	XX 19th Simmer 2			Maj. Gen. INF 5 0-0	Maj. Gen. CAV 4-0
Duke of Wellington 5*5	I Prince of Orange 3-1	XX 1st Cooke 1	XX 2nd Alten 2	XX 3rd Clinton 4	XX 4th Colville 3	XX 5th Picton 2	XXX Unbridge 3	II Lt. Gen. Hill 3-0
XX 1N Stedman 2	XX 2N Perponch. 6	XX 3N Chasse 5	XX N Collaert 2	X 1H Kielmans. 2	XX Bruns. 3	Maj. Gen. INF 1 0-0	Maj. Gen. INF 2 0-0	Maj. Gen. INF 3 0-0

PRUSSIAN UNITS

X 8th Bose 3	XX 1st Roeder 1	XX 2nd Juergass 1	III Lt. Gen. Thielman 2-0	X 9th Borcke 4	X 10th Kemphen 2	X 11th Luck 2	X 12th Stuelpn. 3	XX 3rd Hobe 1
X 13th Hacke 3	X 14th Rysell 3	X 15th Looschin 3	X 16th Hiller 3	XX 4th Wilhelm 1	Maj. Gen. INF 1 0-0	Maj. Gen. INF 2 0-0	Maj. Gen. INF 3 0-0	Maj. Gen. CAV 1 4-0
Maj. Gen. INF 4 0-0	Maj. Gen. CAV 2 4-0	X 4th Hensckel 3	II Lt. Gen. Pirch I 2-0	X 5th Tippelsk. 3	X 6th Krafft 3	X 7th Brause 3	IV Lt. Gen. Buelow 2-0	Marshal Blucher 4-4
I Lt. Gen. Ziethen 2-0	X 1st Steinmz. 4	X 2nd Pirch II 4	X 3rd Jagow 3					

Game-Turn	D	D	D	D	D	D	Pursuit Battle	Pitched Battle
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IMPORTANT!

The one piece map configuration in this particular game lends itself to a new type of mapboard. This latest innovation in strategy maps unfolds in seconds, lies flat and stays together no matter how frenzied the game becomes. With adjacent hexes ALWAYS in perfect alignment, strategy players can now stop worrying whether all map sections are in line and concentrate on winning the game!

NOTE: Before using this type of mapboard for the first time, carefully unfold and apply gentle pressure along each fold, bending it back slightly. This will permit map to lie flat whenever it is opened.

Hundred Days Battles

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FRENCH ORGANIZATION DISPLAY

Lt. Gen. d' Erlon—Ist Corps 4/1

1	2	3	4	5	6	7
	Jacquinot		Allix Marcog. Durrute	Donzelot		

Lt. Gen Reille—II Corps 4/1

1	2	3	4	5	6	7
	Pire			Bachelu Girard Foy		Jerome

Lt. Gen. Vandamme—III Corps 4/1

1	2	3	4	5	6	7
Domon				Lefol Berthez	Habert	

Lt. Gen. Gerard—IV Corps—4/1

1	2	3	4	5	6	7
	Maurin		Vichery Bourmont	Pecheux		

Lt. Gen. Mouton—VI Corps 3/1

1	2	3	4	5	6	7
	Teste	Jeanin	Simmer			

Emperor Napoleon—Army of the North 4/3=5

1	2	3	4	5	6	7
			Kellerm Milhaud			

Marshal Ney—2/1=2

1	2	3	4	5	6	7

Marshal Grouchy—0/4=3

1	2	3	4	5	6	7
		Pajol Exelmans				

Lt. Gen. Drouot—Imperial Guard 3/1

1	2	3	4	5	6	7
			Barrois Grenad. Mortier	Chass		

Major Gens. (all) 1/1 Inf., 0/2 Cav.

1	2	3	4	5	6	7



TERRAIN KEY

1	2	3	4
14-15 June	16-17 June	18-19 June	20-21 June

TURN RECORD TRACK

Clear	Woods	Primary Roads	Secondary Roads	Fords
Towns	Bridges	Primary Rivers	Secondary Rivers	

BRITISH ORGANIZATION DISPLAY

Duke of Wellington—Army of the Low Countries 4/3=6

1	2	3	4	5	6	7	8	9

Prince of Orange—I Corps 4/1

1	2	3	4	5	6	7	8	9

Lt. Gen. Hill—II Corps 4/1

1	2	3	4	5	6	7	8	9

Major Gen. (all) 1/1 Inf, 0/2 Cav.

1	2	3	4	5	6	7	8	9

PRUSSIAN ORGANIZATION DISPLAY

Lt. Gen. Ziethen—I Corps 4/1

1	2	3	4	5	6	7	8	9

Lt. Gen. Pirch—II Corps 4/1

1	2	3	4	5	6	7	8	9

Lt. Gen. Thielmann—III Corps 4/1

1	2	3	4	5	6	7	8	9

Gen. Buelow—IV Corps 4/1

1	2	3	4	5	6	7	8	9

Major Generals (all) 1/1 Inf, 0/2 Cav.

1	2	3	4	5	6	7	8	9

Major Gen. Bluecher—Army of the Lower Rhine 1/2=2

1	2	3	4	5	6	7	8	9