

WATERLOO 20

[0.0] EXCLUSIVE RULES

This is the Exclusive Rules sheet for **WATERLOO 20**, a game that also uses the **NAPOLEONIC 20** Standard Rules. When combined, these two rules documents form the entirety of the rules needed to play **WATERLOO 20**.

These Exclusive Rules supersede the Standard Rules when there is a conflict.

[1.0] INTRODUCTION

WATERLOO 20 is a game based on the Waterloo campaign, 16-18 June 1815. One player commands the French army, taking the role of Napoleon. The other player, known as the **Allied Player**, takes the Anti-French side. He assumes both the roles of Wellington for the **Anglo-Dutch** (i.e., red) forces, and Blucher for the **Prussian** forces (i.e., black), respectively.

[2.0] GAME EQUIPMENT

The Game Maps: The 11" x 17" game board features a map portraying that part of Belgium where the campaign took place.

The blue units are French, red units are Anglo-Dutch, and black units are Prussian.

Unit abbreviations include:

- IG = Imperial Guard
- Res = Reserve
- Uxb = Uxbridge (cavalry)

Note that the Anti-French forces (i.e., the Anglo-Dutch and Prussian armies) *share* a common Moral Value (and marker). They also share a common Player Turn.

Elite Forces

For the purposes of Routing (a -2 die roll modifier; see 9.6) and Rallying (a +1 die roll modifier; see 10.0), both of the following units are considered Elite Forces: the **French Imperial Guard** and **British I Corps**.



For purposes of Morale fluctuation from their commitment in Battles, only the **French Imperial Guard Corps** unit is considered an Elite Force.

[3.0] SETTING UP THE GAME

After sides have been determined (i.e., who will play the French and Anti-French side), setup proceeds as follows:

1. The Game Turn marker is placed on the 'June 16 Afternoon' space.

2. Place the French Morale marker on the '8' space and the Allied Morale marker on the '7' space of the Morale Track.
3. Place the units on the map or the Game Turn Track (when they enter play as reinforcements, 11.0) as listed below:

French

- Hex 0104: I
- Hex 0107: IG
- Hex 0208: IVC
- Hex 0210: IIC
- Hex 0211: IC
- Turn 2: VI

- Hex 0307: III
- Hex 0309: IV
- Hex 0404: IIIC
- Hex 0405: II

Anglo-Dutch

- Hex 0605: I
- Turn 3: Uxb

- Hex 0904: Res
- Turn 4: II

Set aside III Corps. This is Frederick's Corps and it arrives as a possible Random Event.



Prussian

- Hex 0408: I
- Hex 0510: III
- Turn 3: IV

- Hex 0409: II

[4.0] SEQUENCE OF PLAY

The French player is the **First Player**.

[5.0] RANDOM EVENTS

Skip the French Player's Random Events Phase on the first Game Turn.

[6.0] MOVEMENT

Forced March

See Exclusive Rule 12.2.

[9.0] COMBAT

[9.86] Retreat Direction Priority:

- **French** units must retreat towards one of the two French LOC hexes on the south map edge.
- **Anglo-Dutch** units must retreat towards one of their two Anglo-Dutch LOC hexes along the north map edge.
- **Prussian** units must retreat towards one of their two LOC hexes on the north and east map edge.

[11.0] REINFORCEMENTS

[11.5] Unit Arrival locations:

Reinforcement units arrive in the following locations (color-coded along the map edge for your convenience):

French units: anywhere along the southern map edge

Prussian units: within two hexes of their Line of Communications hex located on the northeast corner

Anglo-Dutch units: along the west edge of the map **north** of Nivelles (inclusive)

[12.0] ARMY MORALE

[12.2] Forced Marching: The Allied player has to distinguish between *which* of his two armies he is Forced Marching:

- **French:** All French units have their Movement Allowance increased by one (+1) for this turn.
- **Allied:** *Either* all Anglo-Dutch **or** all Prussian units have their Movement Allowance increased by one (+1) for this turn. By expending *two* Morale Points, **all** Allied units increase their Movement Allowance by one (+1).



[12.4] To Rally: Similarly, the Allied player has to distinguish between *which* of his two armies he is spending a Morale Point on to improve their Rally die rolls:

- **French:** All French units have their Rally die rolls increased by one (+1) on this occasion.
- **Allied:** *Either* all Anglo-Dutch **or** all Prussian units have their Rally die rolls increased by one (+1) for this occasion. By expending *two* Morale Points, **all** Allied units increase their Rally die rolls by one (+1) for this occasion.

[13.0] NIGHT TURNS

Morale Recovery from Rest: The Allied side increases its Morale Value by *two* (2) points at Night (instead of one).

French Objective Hexes: Quatre Bras (0704) and Ligny (0409).

Allied Objective Hexes: Waterloo (1702) and Wavre (1709).

GAME CREDITS

Game Design: Joseph Miranda

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