



Tactiques Napoléon 1815 - Quatre-Bras



Maréchal Ney vs. The Duke of Wellington
16 June, 1815



◆ Dusk Turn
☁ Weather Check

11:30	12:00	12:30	13:00	13:30	14:00	14:30
15:00	15:30	16:00	16:30	17:00	17:30	18:00
18:30	19:00	19:30	20:00	20:30	21:00	21:30



Scenario

- First Turn:** 11:30 **Last Turn:** 21:30 **Turns:** 21
- The Anglo-Allied player deploys first. The French activates first every Turn.
 - TN 9.2 exception: Army Leaders may only issue up to their Command Rating/2, rounding up, during the Order Issue Segment.

Terrain

- Strongpoints:** Manors Farms (Grand Fermes) and the Church in Frasnes are Strongpoint hexes.
- Fortifications:** Manor Farms (Grand Fermes) are Fortification hexes.
- Undulating Ground:** Green shaded hexes are at a lower elevation than white hexes.

Weather

- Players make Weather Checks starting with the 14:30 Turn as modified below:
 - + 1 Previous Turn was Rain.
 - + 1 19:00 Turn and after.
- On a roll of 1 to 7 there is no effect.
- On a roll of 8 to 10 there is Rain with the following effects:
 - Apply a - 1 modifier to all fire rolls.
 - Apply a - 1 modifier to all Reaction Task Checks.
 - LoS is restricted to a maximum of 6 hexes.

Victory Conditions

- French Decisive Victory:** Accumulate + 9 VPs at end of any Turn.
- French Tactical Victory:** Accumulate + 4 VPs at game end.
- Draw:** Any other result.
- Anglo-Allied Tactical Victory:** Accumulate + 4 VPs more at game end.
- Anglo-Allied Decisive Victory:** Accumulate + 8 VPs at end of any Turn.

VP	Condition
+ 4	Control of the Quatre-Bras crossroads
+ 2	Control of Thyle if the Imperial Dispatch Event has occurred
+ 1	Per 4 enemy artillery increments eliminated
+ X	Per RR of Shattered enemy Brigade Command
x 2	If Shattered Command belongs to the Cavalerie Légère de la Garde (Anglo-Allied only)
+ 1	For each French I Corps Brigade, even partially, on the map. (Anglo-Allied only)

January 30, 2025
Original Game Design by Ed Wimbale
Tactiques Napoléon module by Jean Tessier

Terrain Chart

Terrain	Infantry	Cavalry	Artillery	Leaders	Stacking	LoS	Cover	Broken	Rally	Notes
Open Ground	1	1	1	1	24 incr.	Clear	0	Clear	Yes	~
Cultivated Field	1	2	2	1	18 incr.	- 1 Hinder	- 1	Broken	Yes	~
Orchards/Woods	2	4	4	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Frasnes	2	3	2	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Manor Farm	All (Gate:3)	Impassable	Impassable	1	6 incr.	Blocking	- 2	Broken	Yes	General Terrain/Fortification
Small Farm	2	2	2	1	18 incr.	- 1 Hinder	- 1	Broken	Yes	Supported Flanks
Undulating Terrain	+ 0	+ 2	+ 2	+ 0	~	Sloping	0	Clear	~	~
Slope	+ 2	+ 4	All	+ 0	~	Sloping	0	Broken	~	- 2 Fire mod across adjacent hexes
Hedges	+ 1	+ 3	Impassable	+ 0	~	- 1 Hinder	0	Broken	~	~
Sunken Road	+ 2	+ 4	Impassable	+ 0	~	See OT	-1 March	Broken	~	Cost to enter/exit hexside
Road/Bridge	1/2	1/2	1/2	1/2	March	See OT	See OT	See OT	~	~
Trail/Ford	1	1	1/2	1/2	March	See OT	See OT	See OT	~	~
Stream	+ 1	+ 2	Impassable	+ 0	~	Clear	0	Broken	~	~
Marsh	3	6	Impassable	2	12 incr.	Clear	0	Broken	No	Units entering <i>Disrupt</i>



The southern road hex out of Frasnes is the French Depot hex.



The northern road hex to Brussels and the western road hex to Nivelles are the Allied Depot hexes.

Event Table

Roll	Event	Results
1 ~ 3	Rally to the Colors	Each player may return any two <i>Routed</i> unit to the map or erase up to two Low Ammo circles from any artillery unit that is In Command.
4 ~ 5	Allies on The Move	<u>Odd</u> : The next scheduled Allied Reinforcement Group is rolled for 1 Turn earlier than scheduled. <u>Even</u> : The next scheduled Allied Reinforcement Group is rolled for 1 Turn later than scheduled.
6	Avance la Cavalerie (15:30 or before only)	The III Corps de Cavalerie Echelon Commands arrive as complete divisions when scheduled. Anglo-Allied player receives 2 VPs.
7	La Garde Bouge (Roll another die)	<u>Odd</u> : Engage and/or Maneuver Orders may now be issued to the Cavalerie de la Garde. <u>Even</u> : Cavalerie de la Garde must exit by the southern Frasnes Road.
8	Ney's Desperation (Roll another die)	<u>Odd</u> : Ney MUST issue 1 Engage Order to a Command every Turn for the remainder of the game. <u>Even</u> : Ney gains the Grand Assault Ability for the remainder of the game.
9	Napoléon Confident (16:30 or after only)	The French player no longer rolls for Reinforcement Group C if they haven't arrived yet. Ignore Event '10' if rolled later in the game.
10	Imperial Dispatch (16:30 or after only)	VPs are awarded for control of Thyle. The French player no longer rolls for Reinforcement Group C if they haven't arrived yet. Ignore Event '9' if rolled later in the game.

National Modifiers



- Brunswicker cavalry apply a + 1 Counter-Charge TC modifier

Armée du Nord



Maréchal Ney : 3/~ /2

Command Range: 12 MPs

Colonel Heymès : 2/* /0

AdC - Ney

III Corps de Cavalerie

Général de Division Kellerman : 4/C /2

Command Range: 10 MPs

11e Division de Cavalerie

Général de Division l'Héritier : 3/~ /1 **Command Range: 8 MPs**

3e Cie./2e Artillerie à Cheval + 6 x 2/9 x 2 (□□) ○○

1er Brigade ○○○○○○○○ RR: 1

Général de Brigade Picquet : 3/~ /0 □♦□

2e Rég. de Dragons + 5 ~ x 3 □□□□□♦□□□□

7e Rég. de Dragons + 5 ~ x 3 □□□□□♦□□□□

2e Brigade ○○○○○○○○ RR: 1

Général de Brigade Guiton : 3/~ /0 □♦□

8e Rég. de Cuirassiers + 6 ~ x 4 □□□□□♦□□□□

11e Rég. de Cuirassiers + 6 ~ x 4 □□□□□♦□□□□

12e Division de Cavalerie

Général de Division d'Hurbal : 3/~ /1 **Command Range: 8 MPs**

2e Cie./2e Artillerie à Cheval + 6 x 2/9 x 2 (□□) ○○○

1er Brigade ○○○○○○○○ RR: 1

Général de Brigade Blanchard : 3/~ /0 □♦□

1er Rég. de Carabiniers *+ 6* ~ x 4 □□□□□♦□□□□

2e Rég. de Carabiniers *+ 6* ~ x 4 □□□□□♦□□□□

2e Brigade ○○○○○○○○ RR: 1

Général de Brigade Donop : 3/~ /0 □♦□

2e Rég. de Cuirassiers *+ 6* ~ x 4 □□□♦□□□

3e Rég. de Cuirassiers *+ 6* ~ x 4 □□□□□♦□□□□

French Deployment

- Within 6 hexes of Frasnes:
 - 2e Division de Cavalerie
 - 5e Division
 - Cavalerie Légère de la Garde

Cavalerie Légère de la Garde

GdD Lefebvre-Desnœuettes : 3/C /2

Command Range: 8 MPs

1er Cie./Art. à Cheval de la Garde *+ 7* x 2/9 x 2 (□□) ○○

2e Cie./Art. à Cheval de la Garde *+ 7* x 2/9 x 2 (□□) ○○

1er Brigade ○○○○○○○○ RR: 1

Général de Division Lallemand : 3/~ /0 □□□♦□

Chasseurs à Cheval de la Garde -a *+ 7* (x .5) x 2 □□□♦□□

Chasseurs à Cheval de la Garde -b *+ 7* (x .5) x 2 □□□♦□□

Chasseurs à Cheval de la Garde -c *+ 7* (x .5) x 2 □□□♦□□

Chasseurs à Cheval de la Garde -d *+ 7* (x .5) x 2 □□□♦□□

2e Brigade ○○○○○○○○ RR: 1

Général de Division Colbert : 3/~ /0 □□□♦□

Lanciers de la Garde -b *+ 6* (x 0) x 2+1 □□♦□□

Lanciers de la Garde -c *+ 6* (x 0) x 2+1 □□♦□□

Lanciers de la Garde -d *+ 6* (x 0) x 2+1 □□♦□□

Lanciers Polonais de la Garde *+ 7* (x 0) x 2+1 □♦□

French Reinforcements

Group A (+ 7) enters on the Frasnes road hex (south edge).

- **12:00** - Maréchal Ney
 - GdD Reille
 - 9e Division
 - 7e Cie./2e Artillerie à Pied
 - Colonel Heymes
 - GdD Lacroix

- **+ 4 Turns** - 6e Division
 - 1er Cie./1er Sapeur

Group B (+ 6) enters on the Frasnes road hex (south edge).

- **15:30** - GdD Kellerman
 - GdD l'Héritier
 - 2e Brigade/11e Division de Cavalerie (See Events)
- **+ 1 Turn** - GdD d'Hurbal
 - 1er Brigade/12e Division de Cavalerie (See Events)

Group C (+ 0) enters on the Frasnes road hex (south edge). (See Events)

- **16:30** - GdD d'Erlon
 - GdB Delcambre
 - 1er Division
- **+ 2 Turns** - 2e Division
 - 2e Cie./1er Sapeur
 - 11e Cie./6e Artillerie à Pied
- **+ 4 Turns** - 3e Division

I Corps d'Armée

Général de Division d'Erlon : 3/~2 Command Range: 12 MPs
Général de Brigade Delcambre : 3/~1 Chef d'Etat-Major: + 2 MPs
 2e Cie./1er Sapeur + 6 x .5 *x 3* (□□♦□)
 11e Cie./6e Artillerie à Pied + 6 x 4/12 x 4 (□□) ○○○

1ere Division

Général de Brigade Quiot : 2/~1 Command Range: 8 MPs
 10e Cie./6e Artillerie à Pied + 6 x 3/9 x 3 (□□) ○○○
1er Brigade ○○○○○○○○ RR: 1
Colonel Charlet : 2/~0 □□♦□□
 1er Bn./54e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./54e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 1er Bn./55e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./55e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
2e Brigade ○○○○○○○○ RR: 1
Général de Brigade Bourgeois : 3/~0 □□♦□□
 1er Bn./28e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./28e Rég. de Ligne + 5 (x 1) x 2 □□♦□□
 1er Bn./105e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./105e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□

3e Division

Général de Division Marcognet : 3/~1 Command Range: 8 MPs
 20e Cie./6e Artillerie à Pied + 6 x 3/9 x 3 (□□) ○○○
1er Brigade ○○○○○○○○ RR: 1
Général de Brigade Nourgès : 3/~0 □□♦□□
 1er Bn./21e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./21e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 1er Bn./46e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./46e Rég. de Ligne + 5 (x 1) x 2 □□♦□□
2e Brigade ○○○○○○○○ RR: 1
Général de Brigade Grenier : 3/~0 □□♦□□
 1er Bn./25e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./25e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 1er Bn./45e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./45e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□

2e Division

Général de Division Donzelot : 1/~1 Command Range: 8 MPs
 19e Cie./6e Artillerie à Pied + 6 x 3/9 x 3 (□□) ○○○
1er Brigade ○○○○○○○○ RR: 1
Général de Brigade Schmitz : 3/~0 □□♦□□
 1er Bn./13e Rég. Légère + 5 (*x1*) x 2 □□□♦□□
 2e Bn./13e Rég. Légère + 5 (*x1*) x 2 □□□♦□□
 3e Bn./13e Rég. Légère + 5 (*x1*) x 2 □□□♦□□
 1er Bn./17e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./17e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
2e Brigade ○○○○○○○○ RR: 1
Général de Brigade Aulard : 3/~0 □□♦□□
 1er Bn./19e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./19e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 1er Bn./51e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./51e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□

French Special Rules

- French replacement Leaders have 2/~0 Command Ratings.
- The Cavalerie Légère de la Garde must have Reserve Orders at game start and may not be issued any Orders, unless triggered by an Event. It may not move after set-up unless an Allied unit moves within 8 hexes of one of its units.
- Due to the presence of I Corps approaching the battlefield French Commands with Engage Orders need not roll for Commitment Checks if solely adjacent to enemy units. They must still roll if Fatigued or Shattered.

	RR	Infantry	Cavalry	Artillery	Total
1er Division/I Corps	2	4.100	0	8	4.260
2e Division/I Corps	2	5.100	0	8	5.260
3e Division/I Corps	2	3.900	0	8	4.060
Echelon/I Corps	0	300	0	8	460
5e Division/II Corps	3	5.400	0	8	5.560
6e Division/II Corps	4	6.600	0	8	6.760
9e Division/II Corps	2	5.200	0	8	5.360
2e Div. de Cav./II Corps	2	0	1.850	6	1.970
Echelon/II Corps	0	400	0	8	560
III Corps de Cavalerie	4	0	3.600	12	3.840
Cavalerie de la Garde	2	0	1.700	12	1.940
	23	31.000	7.150	94	40.030

II Corps d'Armée

Général de Division Reille : 3/~ / 2 Command Range: 10 MPs
Général de Division Lacroix : 3/~ / 1 Chef d'Etat-Major: + 2 MPs
 1er Cie./1er Sapeur + 6 x .5 *x 3* (□□♦□□)
 7e Cie./2e Artillerie à Pied + 6 x 4/12 x 4 (□□) ○○○

5e Division

Général de Division Bachelu : 3/~ / 1 Command Range: 8 MPs
 1er Cie./6e Artillerie à Pied + 6 x 3/9 x 3 (□□) ○○○
1er Brigade () ○○○○○○○○ RR: 2
Général de Brigade Husson : 3/~ / 0 □□□♦□□□
 1er Bn./2e Rég. Légère + 6 (*x1*) x 2 □□□♦□□□
 2e Bn./2e Rég. Légère + 6 (*x1*) x 2 □□□♦□□□
 3e Bn./2e Rég. Légère + 6 (*x1*) x 2 □□□♦□□□
 4e Bn./2e Rég. Légère + 6 (*x1*) x 2 □□□♦□□□
 1er Bn./61e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./61e Rég. de Ligne + 5 (x 1) x 2 □□♦□□
2e Brigade () ○○○○○○○○ RR: 1
Général de Brigade Campi : 3/~ / 0 □□□♦□□□
 1er Bn./72e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./72e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 1er Bn./108e Rég. de Ligne + 5 (x 1) x 2 □□♦□□
 2e Bn./108e Rég. de Ligne + 5 (x 1) x 2 □□♦□□
 3e Bn./108e Rég. de Ligne + 5 (x 1) x 2 □□♦□□

2e Division de Cavalerie

Général de Division Piré : 4/C / 1 Command Range: 8 MPs
 2e Cie./4e Artillerie à Cheval + 6 x 2/9 x 2 (□□) ○○○
1er Brigade () ○○○○○○○○ RR: 1
Général de Brigade Hubert : 3/~ / 0 □□♦□□
 1er Rég. de Chasseurs à Cheval -a + 5 (x .5) x 2 □□□♦□□□
 1er Rég. de Chasseurs à Cheval -b + 5 (x .5) x 2 □□□♦□□
 6e Rég. de Chasseurs à Cheval -a + 5 (x .5) x 2 □□□♦□□□
 6e Rég. de Chasseurs à Cheval -b + 5 (x .5) x 2 □□□♦□□
2e Brigade () ○○○○○○○○ RR: 1
Général de Brigade Wathiez : 3/~ / 0 □□♦□□
 5e Rég. de Cheveau-Lanciers -a + 5 (x 0) x 2+1 □□♦□□
 5e Rég. de Cheveau-Lanciers -b + 5 (x 0) x 2+1 □□♦□□
 6e Rég. de Cheveau-Lanciers -a + 5 (x 0) x 2+1 □□♦□□
 6e Rég. de Cheveau-Lanciers -b + 5 (x 0) x 2+1 □□♦□□

6e Division

Prince Jérôme : 2/~ / 1 Command Range: 8 MPs
 2e Cie./2e Artillerie à Pied + 6 x 3/9 x 3 (□□) ○○○
1er Brigade () ○○○○○○○○ RR: 2
Général de Brigade Baudin : 3/~ / 0 □□□♦□□□
 1er Bn./1er Rég. Légère + 6 (*x1*) x 2 □□□♦□□□
 2e Bn./1er Rég. Légère + 6 (*x1*) x 2 □□□♦□□□
 3e Bn./1er Rég. Légère + 6 (*x1*) x 2 □□□♦□□□
 1er Bn./3e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./3e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□□
2e Brigade () ○○○○○○○○ RR: 2
Général de Brigade Soye : 3/~ / 0 □□□♦□□□
 1er Bn./1er Rég. de Ligne + 6 (x 1) x 2 □□□♦□□□
 2e Bn./1er Rég. de Ligne + 6 (x 1) x 2 □□□♦□□□
 3e Bn./1er Rég. de Ligne + 6 (x 1) x 2 □□□♦□□□
 1er Bn./2e Rég. de Ligne + 6 (x 1) x 2 □□□♦□□□
 2e Bn./2e Rég. de Ligne + 6 (x 1) x 2 □□□♦□□□
 3e Bn./2e Rég. de Ligne + 6 (x 1) x 2 □□□♦□□□

9e Division

Général de Division Foy : 3/~ / 1 Command Range: 8 MPs
 18e Cie./6e Artillerie à Pied + 6 x 3/9 x 3 (□□) ○○○
1er Brigade () ○○○○○○○○ RR: 1
Général de Brigade Gauthier : 3/~ / 0 □□□♦□□□
 1er Bn./92e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./92e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 1er Bn./93e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./93e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 3e Bn./93e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
2e Brigade () ○○○○○○○○ RR: 1
Général de Brigade Jamin : 3/~ / 0 □□□♦□□□
 1er Bn./4e Rég. Légère + 5 (*x1*) x 2 □□□♦□□□
 2e Bn./4e Rég. Légère + 5 (*x1*) x 2 □□□♦□□
 3e Bn./4e Rég. Légère + 5 (*x1*) x 2 □□□♦□□
 1er Bn./100e Rég. de Ligne + 5 (x 1) x 2 □□♦□□
 2e Bn./100e Rég. de Ligne + 5 (x 1) x 2 □□♦□□
 3e Bn./100e Rég. de Ligne + 5 (x 1) x 2 □□♦□□

Army of the Low Countries



Duke of Wellington : 4/~3

Command Range: 15 MPs

Lt. Colonel Canning : 2*/1

Staff - Wellington

Sir Gordon : 2*/1

AdC - Wellington

5th Division

Lieutenant-General Picton : 4/~2

Command Range: 7 MPs

Roger' Royal Foot Art. +5

x 2/9

x 2

(□□) ○○○

Braun's Hanoverian Foot Art. +5

x 2/9

x 2

(□□) ○○

8th British Brigade

○○○○○○○○○ RR: 2

Major-General Kempt : 3/~0

□□◆□□

"North Gloucestershire" 1/28th Foot +5

(x1.5)

x 2

□□□◆□□□

"Cornwall" 1/32nd Foot +5

(x1.5)

x 2

□□□◆□□□

"Cameron Highlanders" 1/79th Foot +6

(x1.5)

x 2

□□□□◆□□□

"Rifles" 1/95th Foot *+ 6*

(*x2*)

x 2

□□□◆□□□DC

9th British Brigade

○○○○○○○○○ RR: 2

Major-General Pack : 3/~0

□□◆□□

"Royal Scots" 3/1st Foot *+ 6*

(x1.5)

x 2

□□□□◆□□

"The Black Watch" 1/42nd Foot *+ 6*

(x1.5)

x 2

□□□□◆□□

"East Essex" 2/44th Foot +5

(x1.5)

x 2

□□□◆□□□

"Gordon Highlanders" 1/92nd Foot +5

(x1.5)

x 2

□□□◆□□□

4th Hanoverian Brigade

○○○○○○○○○ RR: 2

Colonel Best : 3/~0

□□◆□□

Lüneberg Landwehr Batt. +4

x .5

x 2

□□□◆□□□

Münden Landwehr Batt. +4

x .5

x 2

□□□□◆□□□

Osterode Landwehr Batt. +4

x .5

x 2

□□□□◆□□□

Verden Landwehr Batt. +4

x .5

x 2

□□□◆□□□

Anglo-Allied Reinforcements

Group A (+ 6) enters on the Nivelles road hex (west edge).

• **13:00** - 2nd Dutch-Belgian Cavalry Brigade

Group B (+ 6) enters on the Brussels road hex (north edge).

• **13:30** - 5th Division

Group C (+ 6) enters within 5 hexes of the Thyle road hex (east edge).

• **14:00** - Leaders of the Army of the Low Countries Army Command

Group D (+ 5) enters on the Brussels road hex (north edge).

• **14:30** - Brunswick Contingent

Group E (+ 5) enters on the Nivelles road (west edge).

• **15:30** - 3rd Division (May not enter until Group A has entered).

Group F (+ 4) enters on the Nivelles road (west edge).

• **17:00** - 1st British Division (May not enter until Group E has entered).

2nd Dutch-Belgian Cavalry Brigade



○○○○○○○○○ RR: 1

Major-General v. Merlen : 3/~0

□□◆□□

5th Belgian Lt. Dragoon Regt. -a +5

(x .5)

x 2

□□□◆□□

5th Belgian Lt. Dragoon Regt. -b +5

(x .5)

x 2

□□◆□□

6th Dutch Hussar Regt. -a +5

(x .5)

x 2

□□□□◆□□□

6th Dutch Hussar Regt. -b +5

(x .5)

x 2

□□□◆□□□

Brunswick Contingent

Herzog von Braunschweig : 2/~2

Command Range: 7 MPs

FußBatterie Moll +5

x 3/9

x 3

(□□) ○○

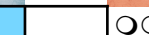
Reitende Batterie Heinemann +5

x 3/9

x 3

(□□) ○○

AvantGarde



○○○○○○○○○ RR: 1

Oberst v. Heinemann : 2/~0

□□◆□□

AvantGarde Batt. +6

(*x1*)

x 2

□□□□◆□□□ DC

Brunswicker Husaren Regt. -a +5

(x .5)

x 2

□□□□◆□□□

Brunswicker Husaren Regt. -b +5

(x .5)

x 2

□□□□◆□□□

Brunswicker Uhlanen Regt. +5

~

x 2+1

□□□◆□□

Leichte Brigade



○○○○○○○○○ RR: 1

Oberst Buttlar : 2/~0

□□◆□□

Leib Batt. +6

(x 1)

x 2

□□□□◆□□□

1. Leichtes Infanterie Batt. +5

(x 1)

x 2

□□□□◆□□□

2. Leichtes Infanterie Batt. +5

(x 1)

x 2

□□□□◆□□□

3. Leichtes Infanterie Batt. +5

(x 1)

x 2

□□□□◆□□□

Linien Brigade



○○○○○○○○○ RR: 1

Oberst Olfermans : 2/~0

□□◆□□

1. Linien Infanterie Batt. +5

(x 1)

x 2

□□□□◆□□□

2. Linien Infanterie Batt. +5

(x 1)

x 2

□□□□◆□□□

3. Linien Infanterie Batt. +5

(x 1)

x 2

□□□□◆□□□

	RR	Infantry	Cavalry	Artillery	Total
1st British Div./I Corps	4	3.900	0	12	4.140
3rd British Div./I Corps	4	5.400	0	12	5.640
2nd D-B Div./I Corps	4	7.700	0	12	7.940
5th Division/Res.	6	7.400	0	12	7.640
Bruns. Contingent/Res.	3	5.600	950	16	6.870
2nd D-B Cavalry/Res.	1	0	1.100	0	1.100
	22	30.000	2.050	64	33.330

I Corps

Prince William of Orange : 1/~2 Command Range: 9 MPs

Major-General Rebecque : 2/+1/1 Chief of Staff: +2 MPs

Rebecque's +1 Command modifier is applicable for the Prince of Orange only

1st Division

Major-General Cooke : 3/~1 Command Range: 7 MPs

Sandham's Royal Foot Art. +5 x 2/9 x 2 (□□) ○○

Kuhlmann's KGL Horse Art. +6 x 2/9 x 2 (□□) ○○

1st British Brigade ○○○○○○○○ RR: 2

Major-General Maitland : 3/~0 □□□◆□

"Life Guards" 2/1st Foot - a *+ 6* (*x2*) x 2 □□□◆□□DC

"Life Guards" 2/1st Foot - b *+ 6* (*x2*) x 2 □□◆□□DC

"Life Guards" 3/1st Foot - a *+ 6* (*x2*) x 2 □□□◆□□DC

"Life Guards" 3/1st Foot - b *+ 6* (*x2*) x 2 □□□◆□□DC

2nd British Brigade ○○○○○○○○ RR: 2

Major-General Byng : 3/~0 □□□◆□

"Coldstream Guards" 2/2nd Foot - a *+ 6* (*x2*) x 2 □□□◆□□DC

"Coldstream Guards" 2/2nd Foot - b *+ 6* (*x2*) x 2 □□□◆□□DC

"Scots Guards" 2/3rd Foot - a *+ 6* (*x2*) x 2 □□□◆□□DC

"Scots Guards" 2/3rd Foot - b *+ 6* (*x2*) x 2 □□□◆□□DC

3rd Division

Major-General Alten : 3/~1 Command Range: 7 MPs

Lloyd's Royal Foot Art. +5 x 2/9 x 2 (□□) ○○

Cleeves's KGL Foot Art. +5 x 2/9 x 2 (□□) ○○

5th British Brigade ○○○○○○○○ RR: 2

Major-General Halkett : 3/~0 □□◆□□

"Cambridgeshire" 2/30th Foot +5 (x1.5) x 2 □□□◆□□□

"1st Yorkshire W. Riding" 2/33rd Foot +5 (x1.5) x 2 □□□◆□□□

"South Lincolnshire" 2/69th Foot +5 (x1.5) x 2 □□□◆□□□

"Highland" 2/73rd Foot +5 (x1.5) x 2 □□□◆□□

1st Hanoverian Brigade ○○○○○○○○ RR: 2

Major-General Kielmannsegge : 3/~0 □□□◆□□

Hanoverian Jaegers +5 [*x1*] x 2 (□□◆)

Grübenhagen Hanoverian Batt. +4 (x1) x 2 □□□◆□□□

Lüneberg Hanoverian Batt. +4 (x1) x 2 □□□□◆□□□

Bremen Hanoverian Batt. +4 (x1) x 2 □□□◆□□□

Verden Hanoverian Batt. +4 (x1) x 2 □□□◆□□□

Duke of York 1st Field Batt. +4 (x1) x 2 □□□◆□□□

Anglo-Allied Deployment

- The Anglo-Allied player may deploy 24 Mask markers prior to game start.
- Anywhere north (inclusive) of the Petit Pierpont east-west hex row:
 - Prince William of Orange
 - Major-General Rebecque
 - 2nd Dutch-Belgian Division

2nd Dutch-Belgian Division

Lieutenant-General Perponcher : 3/~1 Command Range: 7 (14) MPs

1st Brigade ○○○○○○○○ RR: 2

Major-General Bijlandt : 3/~0 □□□◆□□

27th Dutch Jaeger Batt. +5 (*x1*) x 2 □□□◆□□□□

7th Belgian Line Batt. +5 (x1) x 2 □□□◆□□□

5th Dutch Militia Batt. +4 x .5 x 2 □□□◆□□

7th Dutch Militia Batt. +4 x .5 x 2 □□□◆□□□

8th Dutch Militia Batt. +4 x .5 x 2 □□□◆□□□

Bijeveld's Dutch Horse Art. +5 x 3/9 x 3 (□□) ○○

2nd Brigade ○○○○○○○○ RR: 2

Major-General Prinz Saxe-Weimar : 2/~0 □□□◆□□

Jaegers/28th Orange-Nassau Regt. +5 (*x1*) x 2 (□□◆)

1/28th Orange-Nassau Regt. +5 (x1) x 2 □□□□◆□□□□

2/28th Orange-Nassau Regt. +5 (x1) x 2 □□□◆□□□

1/2nd Nassau Line Regt. +5 (x1) x 2 □□□□◆□□□□

2/2nd Nassau Line Regt. +5 (x1) x 2 □□□□◆□□□□

3/2nd Nassau Line Regt. +5 (x1) x 2 □□□□◆□□□□

Stievenart's Belgian Foot Art. +5 x 3/9 x 3 (□□) ○○

Anglo-Allied Special Rules

- Allied replacement Leaders have 2/~0 Command Ratings.
- Leaders suffer a -1 Leader Initiative modifier when Wellington is on the map.
- Wellington may not participate in an attacking Assault or Charge.
- Command Ranges for Perponcher and Brigades of the 2nd Dutch-Belgian Division are doubled (x2) until such time as Wellington enters the map.
- Apply a +2 RR modifier to all Dutch Commitment Checks until such time as Reinforcement Group B enters the map.
- Prone: British infantry units may change into an additional "Prone" formation:
 - Prone units may not move except to change out of Prone formation. Units may change out of Prone (0 MP) into any other eligible formation the instant an enemy unit moves adjacent to it.
 - Prone units benefit from a -2 cover modifier when fired upon by artillery units 6 or more hexes away.