

WATERLOO™

BATTLEGROUND 3

PLAYERS GUIDE

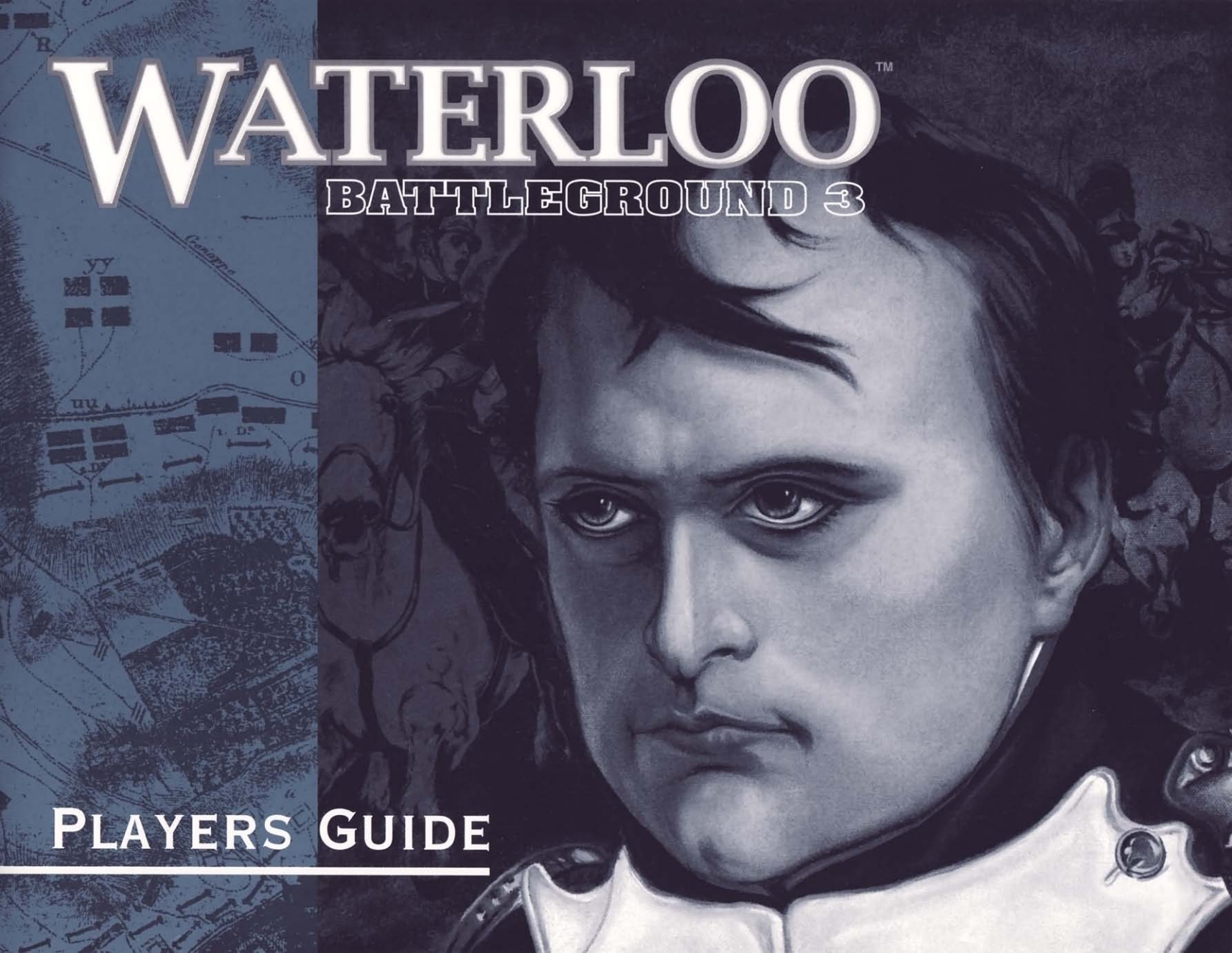


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WATERLOO™

BATTLEGROUNDS 3

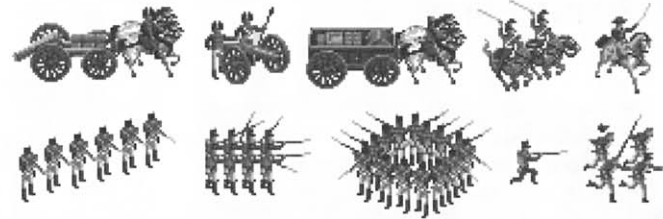
I.0 INTRODUCTION

BATTLEGROUNDS: WATERLOO is an historical strategy game dealing with the epic confrontation between the French Army of Napoleon (*Armée du Nord*) and the Anglo-Allied and Royal Prussian Army of the Lower Rhine. A series of battles, called scenarios, is presented for play on this map and recreate various confrontations of this epic confrontation. Each hexagon (hex) on the map represents an area 100 meters wide (a mile equals about 16 hexes), and each Game Turn represents fifteen minutes in a daytime turn or one hour in a night turn.

ATTENTION!! VETERAN BATTLEGROUNDS GAMERS

BATTLEGROUNDS: WATERLOO is, in many ways, similar to the first two games in TalonSoft's *Battleground*™ series (*Ardennes* and *Gettysburg*). The interface (the toolbar, menu options, 2D and 3D displays, etc.) all conform to the standard *Battleground*™ style. However, there are enough differences in game play features to make it worth your time to review these guidelines again.





2.0 THE BASICS OF PLAY

After picking a scenario to play (see 3.0 CHOOSING A SCENARIO), you and your computer or human opponent maneuver, attack and defend with units representing battalions of infantry and regiments/squadrons of cavalry (the “S#” in the Unit List represents total number of soldiers) plus artillery batteries (each “S#” in the Unit List represents one gun) and individual leaders. Your goal in each scenario is to either capture or hold specific objectives, while trying to eliminate as many of the opponent’s units as possible. However, you must also husband your own forces, for the casualties suffered by each side are added to the other side’s victory-point total. For more details see 6.2 VICTORY CONDITIONS. For illustrations of sample unit icons, see 5.1.

The visibility in a daytime turn is limited only by the presence of LOS (line of sight) obstacles. In a dawn or dusk turn, visibility is limited to six hexes. In a night turn, each turn is 1 hour long and visibility is restricted to one hex. See the chart below.

Turn Type	Visibility	Starts At	Turn Length
Dawn	6 hexes	2am	15 minutes
Daytime	unlimited	4am	15 minutes
Dusk	6 hexes	8pm	15 minutes
Night	1 hex	10pm	1 hour

Each Player Turn consists of five phases: *Movement*, *Defensive*, *Offensive Fire*, *Cavalry Charge*, and *Melee* (see 6.5). Two consecutive Player Turns (one for each side) having the same turn number comprise a Game Turn. When the specified number of Game Turns has been played, the scenario ends and the victor is announced.



Each time you Select the “find next stack” Toolbox button, the program will indicate and Select a unit on the map that has not yet conducted an action in the current phase. This lets you check for units you might have forgotten to move or fire before going on to the next phase.



To advance the game to the next phase, Select the “advance to next phase” Toolbox button.



At the start of each new phase, the Phase Box appears and announces the phase and gives the current turn number. Left-click with the mouse on the Box to begin the phase—or right-click on it to begin the phase and make it disappear automatically after a few seconds each time it appears afterwards.

HEX OUTLINES



The concept of “hexes” is very important to successfully grasping the fundamentals of movement and attack ranges. Since the hex outlines are “off” by default at start, it is strongly recommended that you make them visible by Selecting the **Hex Outlines** command in the **Options** menu when you begin your first game.

THE HOT SPOT

The red square- or rectangle-shaped indicator that appears on the map is known as the Hot Spot. The hex currently containing the Hot Spot is called the Hot Spot hex.

THE TOOLBOX

The Toolbox allows you to perform certain actions without having to use the pop-down menus. Selecting a Toolbox button initiates the command associated with it. Some are explained here, but for a full listing of its buttons and commands see 4.5.

SELECTING UNITS

You must *Select* a unit before you can have it perform an action. To do so,

1. Select the hex the unit occupies by left-clicking with the mouse in that hex. *Doing this will make the selected hex the Hot Spot hex.*
2. Left-click with the mouse in that unit's data area in the Unit List at the bottom of the screen. *(For an alternative method, see THE POP-UP SELECTION DIALOG on p.19.)*

You can Select more than one unit in a hex, which will enable you to move (or attack with) all of them at the same time. *All* the units in a hex can be Selected at once by double-clicking with the left mouse button in that hex.

If you *right*-click in a unit's data area in the Unit List, you will see its organizational information.

FORMATIONS

The units in *BATTLEGROUND: WATERLOO* move and attack in a variety of different "Formations" that were used during the Napoleonic Wars. Below are a list of the units types and their Formation options.

Infantry Formations

Infantry is always in either *regular line*, *extended line*, *column*, *skirmish*, or *square* Formation.



Regular line represents the men lined up "shoulder-to-shoulder" for attacking or defending.

Extended line represents the dividing of an infantry unit into (roughly) two equal halves and then "extending" the newly formed unit either to the right or left flank.



Column represents their being either in marching order or in column attack formation.



Square represents the unit creating a "square" of men within the hex.



Skirmish represents the creation of a small company of 100 men or less which "breaks off" from a main unit.

Cavalry Formations (and Leaders)



Cavalry and leaders are always mounted and in *column* Formation. Cavalry units can, during their Movement Phase, break into *squadrons* of 100 men or less.

Artillery Formations



Artillery is always in either *limbered* (i.e., hooked up to its horses and ammunition caissons) or *unlimbered* (ready to fire) Formation.

Supply Wagon Formations



Supply wagons are always in *column* Formation.

When Can I Change A Unit's Formation?

You can change a unit's Formation either during your Movement Phase or your Defensive Phase (depending on the unit's type).

- **During your Movement Phase:** You can only "limber" artillery, or create and recall *skirmishers* and *squadrons*, and change infantry lines into column formations.
- **During your Defensive Phase:** You can perform all the other Formation changes discussed above.

How To change a Unit's Formation

1. Select the unit.
2. Then, Select one of the various Change Formation Toolbox buttons (see illustration at right). To see what a unit's current Formation is, see UNIT-LIST ICONS on p.18.



Column to Line/Line to Column; (Un)Limber Artillery



(Un)form Square



Make/recall Skirmishers and Squadrons

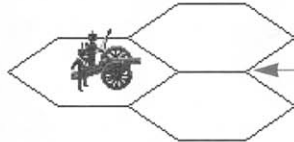
Formation Change Restrictions

- Units in Extended Line may not change formation directly. They must first change to non-extended line formation.
- Leaders, Cavalry (squad included), and Skirmishers do not change formation.
- Disordered and Routed units cannot change formation.

FACING



All units, regardless of their present Formation, have a *Facing*—i.e., always face towards one of their hex's hexspines (the exception being Skirmishers or units in Square Formation, see pp.22-23). A "hexspine" is the point at which two hexsides meet (see illustration below).



A unit faces the hexspine of a hex.

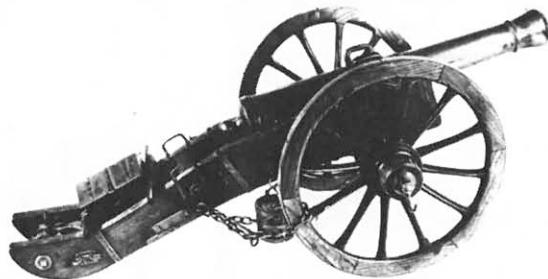
IMPORTANT #1: The current Facing of each infantry unit *in line or column Formation* and each *unlimbered* battery determines its *Field of Fire* (i.e., the direction in which it attacks and defends); see 6.7 COMBAT. You do not have to change a unit's Facing to move it.

IMPORTANT #2: Skirmishers & infantry in Square formation can fire in all directions.

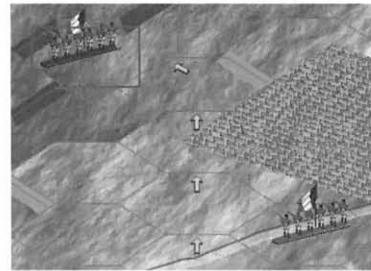
IMPORTANT #3: If a hex contains more than one infantry unit in line formation, all such units must have the *same facing*. Any change to the facing of one infantry in line must be made for all such units in the same hex.



You can change a unit's Facing only during its Movement Phase. To change its Facing, Select the unit, then Select one of the "change Facing" buttons in the Toolbox. One button changes the Facing clockwise, one hexspine at a time; the button next to it does likewise but in a counter-clockwise direction; and the third button makes the unit do an "about face."



MOVEMENT



In *BATTLEGROUNDS: WATERLOO*, you can move your units either during their Movement Phase (i.e., they can change their Facing or move from hex to hex; infantry in line can change to column), or they can change Formation during their Defensive Phase. In addition, cavalry (and any leaders stacked with them) can move during the Cavalry Charge Phase.

You can move units in three different ways:

Hex-by-Hex. One way to move a unit is to Select it, then right-click in a hex adjacent to it. You can continue right-clicking in adjacent hexes until the unit either is where you wish it to stop or has used all of its movement allowance.

Drag-and-Drop. Another way is to use "drag-and-drop." Select the unit, place the cursor on that unit's hex, press and hold down the left mouse button, move the cursor to the hex you wish to move the unit to, and then release the mouse button. The program will move the unit from hex to hex for you, using the path that costs it the least to take.

Auto Movement. A third way to move a unit is by *Auto Movement*. To use this method, Select the unit, then hold down the **Alt** key and right-click in the hex you wish that unit to move to. The program will move the unit from hex to hex for you, using the path that costs it the least to take.

Each hex a unit moves into and each Facing change performed costs that unit a portion of its movement allowance; these costs are listed under Change Costs in **Parameter Data**, which can be found by Selecting **Scenario Notes** in the **Help** menu. See also 6.1 TERRAIN for the effects of terrain (including roads, etc.) on movement.

Unless *Fog of War* is in effect for the opposing side, the most recent movement (or Facing/Formation change) made by a unit can be canceled by holding down the **Ctrl** key and pressing **U**, provided that unit is *still* Selected.



Selecting either the "highlight moved units" Toolbox button or the **Moved Units** command in the **Display** menu will highlight all units that have moved thus far in the Movement Phase.



Column Movement

You can use *column movement* to move as a single entity a group of units stacked together and/or in a string of adjacent hexes. There are two types of column movement: *organization* and *chain*.

Organization. To conduct *organization* column movement,

1. Select the hex occupied by the “leading” unit.
2. Then Select a unit in that hex, hold down the **Ctrl** key and *right-click* in the adjacent hex you wish that unit to move to.

As it moves, all units in the group that belong to the Selected unit’s organization (*brigade, division, etc.*) will follow it. (To see a unit’s organizational information, right-click in its data area in the Unit List.)

Chain. To conduct *chain* column movement,

1. Select the hex occupied by the “leading” unit.
2. Then, after making sure that *no* unit in that hex is Selected, hold down the **Ctrl** key and *right-click* in the adjacent hex you wish that unit to move to.

As it moves, the entire group will follow, with each unit in turn entering the hex just vacated by the one in front of it. Note, however, that chain column movement will not work in a hex that has two or more friendly units adjacent to it *if* those units are in different hexes *and* are adjacent to each other, or if the “leading” unit is adjacent to two or more units in different hexes.

Column movement can also be conducted using *Auto Movement* (see above). To do so, hold down both the **Ctrl** and **Alt** keys when you right-click in the hex you wish the “leading” unit to move to.

COMBAT

There are two basic types of combat in the game: *Ranged Fire* and *Melee*. An infantry unit that takes casualties from combat has its manpower (“S#” in the Unit List) lowered by 25 men or more; an artillery unit may lose one or more guns (each S# = one gun). If a unit’s strength (S#) is reduced to zero in this manner the unit is eliminated. See below for more details. The combat results tables for both types of combat appear in **Parameter Data**, which can be found by Selecting **Scenario Notes** in the **Help** menu. **IMPORTANT:** Each infantry unit and battery has a *Field of Fire* that it cannot attack outside of; see 6.7.

Ranged Fire

Ranged Fire is simply one infantry unit or battery shooting at another at a range of one or more hexes. You conduct Ranged Fire during the Offensive Fire Phase of your Player Turn and the Defensive Phase of your opponent’s Player Turn. During that fire phase, each of your units able to fire can make one Ranged-Fire attack, and that attack can be made vs. only one enemy unit. Routed units, and those that are out of ammunition and/or facing “away from” (see 6.7) the enemy cannot attack. Artillery that moved (even just to change Facing) in the Movement Phase or unlimbered during the Defensive Phase cannot fire in the ensuing Offensive Fire Phase. See also 6.7 COMBAT, RANGED FIRE on p.33, and RESOLVING RANGED-FIRE on p.34.

You can perform a Ranged Fire attack in three different ways:

Right-click target Hex. To use Ranged Fire, Select the battalion or battery that will fire, then right-click in the *target* hex.

Drag-and-Drop. Another way to conduct Ranged Fire is to use “drag-and-drop.” Select the unit that will fire, then place the cursor on that unit’s hex, press and hold down the left mouse button, move the cursor to the target hex, and then release the mouse button.


Auto Fire. A third method is termed *Auto Fire*. Hold down the **Alt** key and right-click in the target hex. A dialog box will appear, listing the name and location of one your units that is eligible to fire at that hex. If you Select **OK** in the box, that unit will fire.



Melee

A *Melee* occurs when one side attempts to advance one or more of its infantry or cavalry units into an *adjacent*, enemy-occupied hex during the Melee Phase. Routed units, artillery, supply wagons, and battalions facing “away from” (see 6.7) the adjacent enemy cannot advance into a Melee. *Disordered units can initiate melee.* A unit can attack in Melee only once per Melee Phase. If all defending units are eliminated or forced to retreat, the attacking unit(s) will automatically occupy the defending hex.

Drag-and Drop. One easy way to conduct A melee is to use “drag-and-drop.” To do this,

1. Select all the units in a hex which you wish to attack with.
2. Then place the cursor on that hex, press and hold down the left mouse button, move the cursor to the adjacent hex you wish to attack, and then release the mouse button.
3.  Repeat this for each hex containing one or more units you wish to add to that Melee, then resolve the attack by Selecting the “resolve Melee” Toolbox button.

For more details, see 6.7 COMBAT, and MELEE and RESOLVING MELEE on p.35.

LEADERS



Each brigade, division, corps and army has its own historical leader. A leader provides no benefit to movement or Ranged-Fire attacks, but can aid in Melee attack/defense and lower the chance that a unit he is stacked with will Rout. Most importantly, however, a leader can use his Command and Leadership ratings to aid Disordered/Routed units *under his command* in their attempts to Rally. The proper positioning of brigade and division leaders is vital to maintaining the cohesion of one’s forces. For more details see 4.4 THE UNIT LIST, 5.2 LEADERS and 6.8 RALLY & REFORM.

QUALITY

Each unit has a *Quality* rating (“Q” in the Unit List) of “9” (best), “1” (worst). The program uses this rating at various times to make die rolls to determine if the unit will Disorder, Rout, Reform or Rally. See MORALE CHECKS and DISORDER & ROUT, both on p.38.

DISORDERED

D A unit may become *Disordered* whenever it takes casualties, and *automatically* becomes Disordered whenever it is involved in a Melee *or* when they occupy the same hex in different formations.

Disordered status is indicated by a “D” icon in the Unit List. For more details see DISORDER & ROUT on p.38. In addition, moving into certain terrain features Disorders a unit (see THE TERRAIN KEY on p.26).

ROUT



A unit may become *Routed* whenever it takes casualties, loses a Melee, or another friendly unit in or adjacent to its hex Routs. Routed status is indicated by an “R” icon in the Unit List and by a unit icon containing one or more running figures. Various conditions can affect the chance that a unit will become Routed; see DISORDER & ROUT on p.38.

RALLY & REFORM

At the beginning of each Player Turn, the program attempts to *Reform* Disordered units and *Rally* Routed units in order to bring them back to Good Order. The results are displayed in the Command Report dialog. For more details see 6.8 RALLY & REFORM.

FATIGUE

Each unit has a *Fatigue* level (“FA” in the Unit List) of between “0” and “9”. Fatigue can occur/increase due to combat. The higher a unit’s Fatigue, the weaker it is in Melee and the more likely it will be to Rout when it suffers casualties. For more details see 4.4 THE UNIT LIST and 6.7 FATIGUE.

SUPPLY



Whenever an infantry unit makes a Ranged-Fire attack, the program checks to see if it has depleted its ammunition supply. (The initial probability is 1-in-24.) If it has, a “hollow musket ball” (indicating no ammo) or “half-hollow musket ball” (indicating low ammo) icon appears in its icon section in the Unit List. A battalion suffering from low/no ammo has certain restrictions placed on its Ranged-Fire capabilities, but can be resupplied by a friendly supply wagon; see 5.4 AMMO & SUPPLY WAGONS.

There is a separate ammo supply limit for artillery; see ARTILLERY AMMO on p.24.

TERRAIN



Terrain can affect movement, LOS and Ranged-Fire combat, and also affect Melee combat and block LOS. These effects are listed in 6.1 TERRAIN, and in **Parameter Data** (which can be found by Selecting **Scenario Notes** in the **Help** menu).



STACKING



In **BATTLEGROUND: WATERLOO**, there is a limit to the total number of men and units you can have in one hex. For example:

- **Infantry:** 2,000 men (S# total) in no more than 8 units
- **Artillery:** 16 guns (S# total) in no more than 4 units
- **Cavalry:** 1,000 men (S# total) in no more than 8 units

In addition to these limits, up to four leaders per side may occupy the same hex. Stacking limits apply per side in Melee. Regardless of other stacking rules, only one supply wagon may occupy a hex.

You can move a unit from the bottom to the top of a stack in the Hot Spot hex by Selecting **To Top of Stack** in the **Units** menu. That menu also contains a **To Bottom of Stack** command. When using the 2D Normal View map (see p.16), you can place all leaders on the top of their stacks by Selecting **Leaders on Top** in the **Display** menu.



THE RETURN OF NAPOLEON

After a disastrous adventure in Russia in 1812 and a war of attrition during 1813-14, Napoleon had been forced to abdicate in April of 1814. His punishment was to be exiled to the Isle of Elba with a 1,000 man personal guard. Meanwhile, the coalition against France hardly lasted to the end of the war. At the Congress of Vienna the

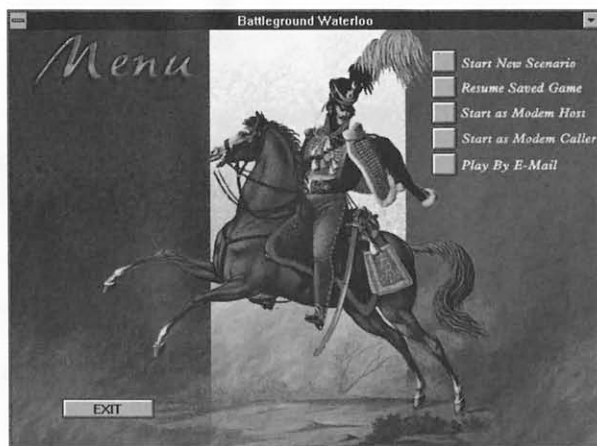
Allies began squabbling and petty fighting broke out. Minor states were swapped and traded like small change in the reorganization of Europe. The main instigator of the problems was Talleyrand, Prince of Benevento (Napoleon's political adversary). He wanted the Allies to transport Napoleon as far away from Europe as possible: to the Azores (or even worst) to the West Indies and St. Helena. The unrest in France gave Napoleon a small window of opportunity to return.

Napoleon landed in Southern France on March 1st, 1815 and started marching with his 1,000 Imperial Guard behind him. At Nice he acquired more followers; by Grenoble the followers turned into a flood. By Lyons the flood turned into a torrent of popular support. Every army sent to capture him joined his throng! Napoleon arrived at Paris on March 20th.

On March 25th, the Allies put their differences aside and declared war on Napoleon (not France) and pledged 600,000 men to "put him in chains" and remove him from Europe once and for all. Napoleon's position, however, was not secure, politically or militarily. There was a revolt in Vendee, and the Chamber of Deputies remained cautious and unconvinced that all of France was behind Napoleon's return. With the rejections of his peace offerings in mid-April, Napoleon had all of the justification he needed to launch his war.

Continued on page 19

3.0 CHOOSING A SCENARIO



3.1 THE MENU SCREEN

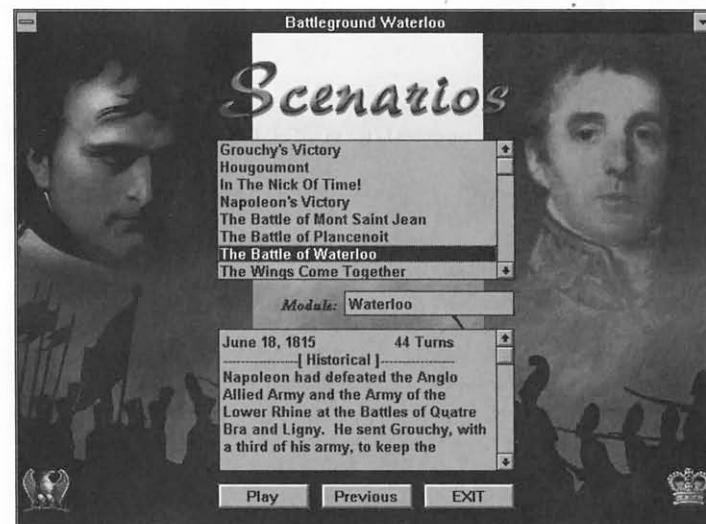
When you launch *BATTLEGROUNDS: WATERLOO*, the Menu Screen appears after the introduction. This screen presents you with four choices:

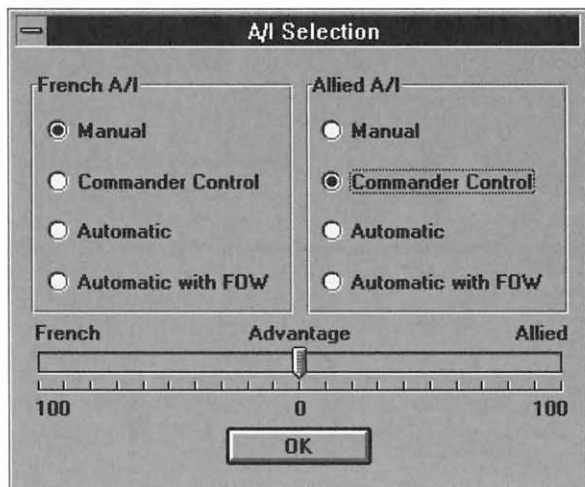
- **Start New Scenario:** Select this to proceed to the Scenario Selection Screen to start a new scenario.
- **Resume Saved Game:** Select this if you wish to resume playing a non-modem game you had saved and quit previously.
- **Start Game as Modem Host:** Select this to become (or resume being) the Host for a modem-play game.
- **Start Game as Modem Caller:** Select this to become (or resume being) the Caller for a modem-play game.
- **Play By E-Mail:** Select this to start (or resume) a PBEM game.

3.2 THE SCENARIO SELECTION SCREEN

This screen lets you pick a new scenario to play. First, Select the name of a scenario. Once you've decided on a scenario, make sure its name is highlighted, and Select the **Play** button. A dialog box will then appear, giving you the choice of what type of A/I you wish to use for each side. (For your choices, see 3.3 THE TYPES OF A/I.) When you Select **OK**, the scenario will begin.

The **Previous** button takes you back to the Menu Screen, and the **Exit** button takes you back to the Windows® Program Manager.





3.3 THE TYPES OF A/I

The type of A/I you choose will determine the amount of control the game's "Artificial Intelligence" exerts on play. When A/I is being used, the program will make some or all of the decisions for a particular side and automatically conduct all appropriate actions, such as firing and moving. The A/I can be used in four modes: Manual, Commander Control, Automatic, and Automatic with Fog-of-War. Any one mode can be applied to each side.

Manual equals no A/I. Select this for a side if you want to make *all* the decisions for that side, including conducting all moves and attacks for it. This is the default mode for both sides.

If you Select **Commander Control** for a side, you'll be able to give *orders* (attack, defend, etc.) to the various *leaders* you choose to command on that side, while letting the program automatically handle all other actions for the side, such as moving and firing.

If you Select **Automatic** for a side, the *program* will handle *all* the decisions and actions for that side.

If you Select **Automatic with FOW** (Fog-of-War) for a side, the program will handle *all* the decisions and actions for that side, and Fog of War will be in effect. This mode is most appropriate when you want to control one side and have the program control the other.

The **Set Advantage** bar at the bottom of the A/I Selection screen allows you to balance play between two players of unequal skill or to balance A/I play. To set an Advantage, hold down the left mouse button over the needle and move it to the left or right (The keyboard's arrow keys can also be used to adjust the advantage). Advantage values can range from 0 to 100 for either side. Depending on the value you set, the side with the advantage will inflict higher than normal combat losses on the other side, and suffer lower than normal combat losses themselves. Advantage must be set before play begins in E-Mail or Modem Play games. Otherwise, the Advantage can be adjusted at anytime during the game.

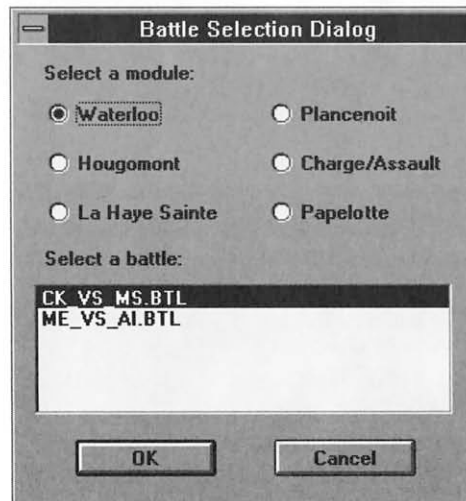
To use the A/I during play, see 6.3 USING THE A/I.

3.4 RESUMING A SAVED GAME

To open a previously saved (non-modem, non-E-mail) game, Select **Resume Saved Game** in the Menu Screen. A dialog box will appear, in which you must Select the saved-game file you want. Then Select **OK**.

For resuming a saved modem-play game see page 42; for resuming a saved E-mail game see page 44.

If the game had been saved and quit during a phase that was controlled by the A/I, you may have to Select the **Activate A/I** menu command (or its corresponding Toolbox button) to restart it.



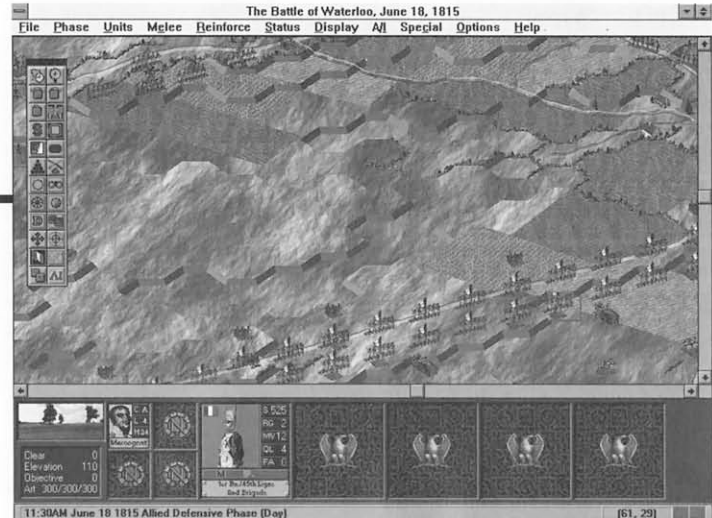
4.0 THE GAME INTERFACE

4.1 THE TITLE BAR

This appears at the very top of the screen, and displays the name of the scenario currently being played.

4.2 THE MENU BAR

This appears below the Title Bar, and displays the names of the various pop-down menus. These menus and their commands are explained below.



File

New...

Open...

Save

Save As...

Snapshot...

Replay...

Exit

File Menu: Use this menu to load a previously saved game, or to save and/or exit a game.

Select **New** to start a new scenario. (Do *not* change directories in the dialog box that appears.) A new scenario has the extension *.scn*.

Select **Open** to resume a previously saved game. A previously saved game file has the extension *.btl*.

Select **Save** to save the game you are playing (see 4.7).

Select **Save As** to save a game under a file name other than the one currently being used for it.

Select **Snapshot** to save a copy of the portion of the map (including the position of all unhidden units) that is currently in memory as a bitmap (*.bmp*) file (see 4.8 SNAPSHOTS)

Select **Replay** to view a recorded battle. To halt the replay, press the **Esc** key (see also “Record Battle” and “Restart Replay”, p.14)

Select **Exit** to quit the scenario and return to the Menu Screen. If the current game has changed since the last time it was saved, a dialog will appear giving the option to save it before exiting.

Phase

Next [Ctrl-N]

Phase Menu: Use this menu when you want to proceed from one phase to the next.

Select **Next** to advance the game to the next phase.

Units

To Top of Stack

To Bottom of Stack

Turn Clockwise

Turn Counterclockwise

About Face

Change Column

Change Skirmish/Squadron

Change Square

Change Extended Line

Remove From Map

Artillery Dialog...

Undo Last Movement [Ctrl-U]

Units Menu: Use this menu to change the position of unit(s) within a hex, and to change a unit's formation.

Select **To Top Of Stack** to move a Selected unit to the top of its stack.

Select **To Bottom of Stack** to move a Selected unit to the bottom of its stack.

Select **Turn Clockwise** to change the Facing of a Selected unit one hexspine in a clockwise direction.

Select **Turn Counterclockwise** to change the Facing of a Selected unit one hexspine in a counterclockwise direction.

Select **About Face** to change the Facing of a Selected unit 180°.

Select **Change Column** to change a Selected *column* to *regular line*, or to change a Selected *regular line* to *column*.

The Game Interface

Select **Change Skirmish/Squadron** to create or recall a *skirmish* unit (for infantry) or *squadron* unit (for cavalry) from the Selected unit.

Select **Change Square** to change a Selected unit to or from *square* Formation.

Select **Extended Line** to change an infantry unit that is currently in *regular line* to *extended line*. An extended line formation change can only be performed if the unit's Formation icon has three parallel lines: |||▶

Select **Remove From Map** to voluntarily eliminate a unit. Removal can occur only during a friendly Movement Phase, and the unit must be in a map-edge hex.

To remove a unit from the map,

1. Select the unit.
2. Select the **Remove from Map** command. Removed units do not count towards victory conditions.

Select **Artillery Dialog** to make attacks with artillery units during the Offensive Fire or Defensive Phase.

Select **Undo Last Movement** to cancel the entire movement of the most-recently-moved friendly unit, so you can instead move it in a different way (or not at all). This command is disabled during modem play, and when *Fog of War* is in effect for the opposing side.

Melee

Add to Melee

Resolve Melee

Show Melee Odds

Melee Menu: Use this menu to conduct A melee.

Select **Add to Melee** (after right-clicking in a hex to mark it as a Melee hex) to designate the currently Selected unit(s) as participating in the Melee.

Select **Resolve Melee** *once* to resolve a Melee in the Hot Spot hex.

Select **Show Melee Odds** to review the odds ratio (attacker vs. defender) of the two sides in the Melee in the Hot Spot hex.

Reinforce

Scheduled
Arrived

Reinforce Menu: Use this menu to review the availability of reinforcements.

Select **Scheduled** to display the reinforcements scheduled to arrive during the current scenario. If *Fog of War* is in effect for one or both sides, only the reinforcements for the side currently having its Player Turn will be displayed; otherwise, all reinforcements will appear.

Select **Arrived** during a friendly Movement Phase to display the reinforcements that are currently available to be placed on the map.

Status

Strength...

Objectives...

Victory...

Status Menu: Use this menu to display current strength, objective, and victory information.

Select **Strength** to see the current "manpower" strength of both side's forces. If *Fog of War* is in effect for a side, its strengths will appear only during

its own Player Turn.

Select **Objectives** to see the number, value and hex location of each Objective. Selecting any of the Objective-hex lines in the dialog box will put the Hot Spot in (and scroll the map to) that hex.

Select **Victory** to see the current level of victory and related items.



Display

Units Off
Unit Bases Off
Unit Flags Off
Leaders On Top
Objectives
Locations...
Visible Hexes
Full Screen Map
Show Organization...
Find Leader or Units...
Jump Window...

Fixed Units
Spotted Units
Low on or Out of Ammo, or Uncrewed
Fired/Fought Units
Moved Units
Disordered Units
Extended Line Units
Organization

2D Normal View
2D Zoom-Out View
3D Normal View
 3D Zoom-Out View
3D Extreme Zoom-Out View

Rotate Toolbox

Display Menu: Use this menu to control how information is displayed on the map.

Select **Units Off** to toggle (off or on) the on-map display of all units and markers. This option is provided so you can hide them to see the underlying map terrain better.

Select **Unit Bases Off** to toggle (off or on) the bases of the unit icons on the 3D (Battleview™) map.

Select **Leaders on Top** to control the on-map display of leaders on the 2D maps. When this command has a check mark next to it, leaders appear above all other units in their hex.

Select **Objectives** to toggle (off or on) the display of Objectives on the map. When this command has a check mark next to it, each Objective hex will be marked with the flag of the side that controls it.

Select **Locations** to help you find a certain location on the map. When you Select one of those listed, the map will scroll to that hex and put the Hot Spot in it.

Select **Visible Hexes** to toggle (off or on) a display of which hexes are in the LOS of the current Hot Spot hex. An "X" in a hex indicates *no* LOS. When on, this command has a check mark next to it.

Select **Full Screen Map** to toggle (off or on) the Unit List and Terrain Info Box. When this command has a check mark next to it, these items are hidden. Units can still be Selected when the Unit List is hidden; see THE POP-UP SELECTION DIALOG on p.19.

Select **Show Organization** to see which units belong to which organizations. When you Select an organization name in the Organization Dialog, each of that organization's component units becomes highlighted on the map. If *Fog of War* is in effect for one or both sides, only the organizations for the side currently having its Player Turn will be displayed. An organization name printed in light gray indicates that all of its units are currently off-map (i.e., are reinforcements yet to arrive).

Select **Find Leader or Units** to display a dialog box that will let you find a specific unit or leader on the map. After Selecting this command,

1. Select the white box labeled "Enter search."
2. Type in the name of the leader or unit (*being sure to spell, capitalize, & punctuate it the same way it appears in the game*).

HINT: For leaders with accent marks (e.g., *Napoléon*), you can type in a part of the name without the foreign punctuations ("Napol").

3. Select **Search**.

All occurrences of that name in the Order of Battle will appear in the larger white box. Select the one you're looking for, then Select **OK**.

Select **Jump Window** to display a miniature of the map. When you click on any spot in the miniature version, the game map will automatically scroll to the corresponding spot.

Select **Fixed Units** to toggle (off or on) a highlight around all units in the scenario that are classified as "fixed" (i.e., they cannot be moved).

Select **Spotted Units** to toggle (off or on) a highlight around all units that have a LOS to (and thus are in the LOS of) at least one enemy unit.

Select **Low on or Out of Ammo, or Uncrewed** to toggle (off or on) a highlight around all units that are low on or out of ammunition and/or have no crew (the latter applies only to artillery batteries).

Select **Fired/Fought Units** to toggle (off or on) a highlight around all units that have either fired at an enemy unit or fought in a Melee during the current phase.

Select **Moved Units** to toggle (off or on) a highlight around all units that have moved during the current phase.

Select **Unformed Units** to toggle (off or on) a highlight around all units that are Unformed.

Select **Extended Line Units** to toggle (off or on) a highlight around all units that are currently formed into Extended Line.

Select **Organization** to toggle (off or on) a highlight around all units that are part of the same organization as the first Selected unit, or are subordinate to the Selected leader, in the Unit List.

The Game Interface

Note: The menu options beginning with **Fixed Units** and ending with **Organization** are mutually exclusive; i.e., Selecting any one of them will toggle-off any of the others that had been previously Selected. During the Melee Phase, each unit that is designated to engage in Melee becomes highlighted *if* no other highlight is currently Selected.

Select **2D Normal View** to change the map to its 2D version.

Select **2D Zoom-Out View** to change the map to a smaller, low resolution 2D version allowing more of it to be seen.

Select **3D Normal View** to change the map to its full-size 3D (Battleview™) mode.

Select **3D Zoom-Out View** to change the map to Battleview™ mode but with the hexes at half their normal size.

Select **3D Extreme Zoom-Out View** to change the map to Battleview™ mode but with the hexes at a quarter of their normal size. The units on this map will appear as various shaped blocks, with their current facing indicated by a light green stripe. This view allows you to see a larger portion of the battlefield in 3D mode.

Select **Rotate Toolbox** to toggle the Toolbox between its vertical and horizontal orientation.

A/I
✓ French [Manual] French [Commander Control]... French [Automatic] French [Automatic with Fog-of-War]
✓ Allied [Manual] Allied [Commander Control]... Allied [Automatic] Allied [Automatic with Fog-of-War]
Set Advantage
Activate A/I

A/I Menu: Use this menu to control the “Artificial Intelligence” capabilities of the program.

Select **[Manual]** (i.e., no A/I) for a side if *you* want to make *all* the decisions for that side, including conducting all moves and attacks for it. This is the default mode for both sides.

Select **[Commander Control]** for a side if you’d like to choose certain *leaders* to command yourself (i.e., to

give orders to), while letting the program automatically take care of all other decisions and actions for that side. (To learn more about how Commander Control A/I works, see p.29.)

Select **[Automatic]** for a side if you want the *program* to handle *all* the decisions and actions for that side.

Select **[Automatic with Fog-of-War]** for a side if you want the program to handle all the decisions and actions, *and* have Fog of War in effect, for that side.

Select **Set Advantage** to balance play between two players of unequal skill or to balance A/I play. Advantage values can range from 0 to 100 for either side. Depending on the value, the side with the advantage will inflict higher than normal combat losses on the other side, and suffer lower than normal combat losses themselves. Advantage must be set before play begins in E-Mail or Modem Play games. Otherwise, the Advantage can be adjusted at anytime during the game.

Select **Activate A/I** to restart the A/I after you have canceled it, or if you started the phase not using A/I but wish to activate it for the remainder of the phase.

Special

Modem Host
Modem Caller
Play by E-Mail
Record Battle

Null Modem
New Encryption Key
Resync with Remote
Restart Replay

Communication Dialog...

Special Menu: Use this menu to play a scenario with someone else over the telephone, using a modem at both ends, without having to exit back to the Menu Screen.

Select **Modem Host** before you start a modem game if you wish to be in charge of opening and saving the scenario, and to configure your modem for play. The Host player can also use this command to close the playing session.

Select **Modem Caller** before starting a modem game if you wish to let the

other player be responsible for opening and saving the scenario, and to configure your modem for play. As the Caller, you are responsible for specifying an encryption key (see p.42). The Caller can also use this command to close the playing session.

Select **Play by E-Mail** to begin an E-Mail game. (See 7.3 PLAY BY E-MAIL for more information.)

Select **Record Battle** to toggle (on or off) the option that allows you to save a record of the game you are currently playing. (See p.51 for more information.)



Select **Null Modem** if you wish to play a game using a null-modem cable. See also 7.4 NULL-MODEM PLAY.

Select **New Encryption Key** in a modem game if you are the Caller and wish to specify a new encryption key. As the Caller you must ensure that the same encryption key is used when re-opening a saved-game file as was used when the file was saved previously. The extension *.btx* is used to denote an *encrypted* saved-game file. For more on encryption keys, see p.42.

Select **Resync With Remote** in a modem game if the two sides get out of sync (e.g., due to a bad data transmission). Using this command re-transmits the entire scenario to the other player's computer. The Resync option should rarely be needed, as error checking is incorporated into the modem protocol used by the program. Before using it, check with the other player to ensure that he agrees a scenario resync is necessary. Alternatively, the Host can save the current scenario and open it again.

Select **Restart Replay** to restart the replay of a *previously halted* recorded battle file. (See p.51 for more information.)

Select **Communication Dialog** in a modem game to display the "chat window" if you had closed it previously.

Options
✓ I ntroduction
✓ B eeep on Error
B link Hot Spot
S mooth Scroll
✓ S ound E ffects
G raphical Unit Icons
✓ L ead E r Faces
H ex O utlines
✓ 3D Dialogs
D ialog H elp Buttons
✓ A uto Save

Options Menu: Use this menu to set the *default* for certain options associated with the main program. A check mark next to a command in this menu means that it is "on".

Select **Introduction** to toggle (off or on) the introductory material that plays when you launch the game.

Select **Beep on Error** to toggle (off or on) the option that causes a beep when you make an error.

Select **Blink Hot Spot** to toggle (off or on) the option that causes the Hot Spot to blink. [Exception: the Hot Spot never blinks on the 3D Normal View map.]

Select **Smooth Scroll** to toggle (off or on) the option that causes the map to scroll incrementally to a new Hot Spot. When this command has no check mark next to it, the map redraws directly at the new Hot Spot hex without scrolling through the intervening hexes.

Select **Sound Effects** to toggle (off or on) the playing of sound effects.

Select **Graphical Unit Icons** to toggle the display of unit icons between graphical and NATO-type schematic versions.

Select **Leader Faces** (when using the 2D Normal View map with Graphical Unit Icons on) to toggle between a portrait-type and a graphical icon for each leader.

Select **Hex Outlines** to hide or display the map's hex outlines. When the hex outlines are visible, this command has a check mark next to it.

Select **3D Dialogs** to toggle the appearance of the program dialogs between an enhanced 3D version and the standard Windows® version.

Select **Dialog Help Buttons** to hide or display the Help buttons in the program dialogs.

Select **Auto Save** to have the program save the game automatically at the end of each phase [Exception: it will not save a phase conducted under *Automatic A/I* (with or without *Fog of War*) control].

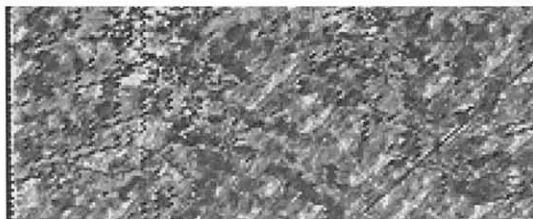
Help
G eneral Help [F1]
S cenario Notes [F2]
A bout Battleground Waterloo

Help Menu: Use this menu to get information about how to use the *BATTLEGROUND: WATERLOO* program, about the battle being fought, and about the program itself.

Select **General Help** to open the *BATTLEGROUND: WATERLOO* General Help file.

Select **Scenario Notes** to find miscellaneous information on the two armies, their orders of battle, the data used internally in the game (such as the height of obstacles, the movement costs and defensive modifiers of the various terrain types), etc.

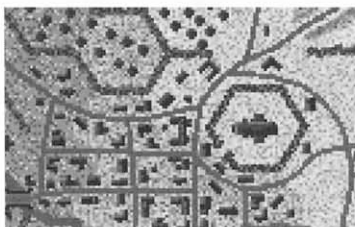
Select **About BATTLEGROUND: WATERLOO** to display a dialog containing version number and copyright information about *BATTLEGROUND: WATERLOO*.



Jump Map (3D)



2D Zoom-Out



2D Zoom-In



3D Extreme Zoom-Out



3D Zoom-Out



3D Zoom-In

4.3 THE MAP

The map can be viewed in six different scales.

2D Zoom-Out View. The smallest playable size is the *2D Zoom-Out* map, which is displayed by Selecting *2D Zoom-Out View* in the **Display** menu. This is best used for a quick, overall view of things. Units on this map cannot be distinguished from each other as easily as on the other maps, but their positions relative to the opponent's units are readily apparent over a wider area.

2D Normal View. The next scale is called the *2D Normal View*, and is displayed by Selecting *2D Normal View* in the **Display** menu (or, if the map is currently in the *2D Zoom-Out* mode, by Selecting the "Zoom Map" button in the Toolbox). This presents the terrain in more detail than the *2D Zoom-Out* map while showing a larger area than the *3D* maps. You can choose to display units on the *2D Normal View* map with either graphical icons or NATO symbols (see 5.0 THE UNIT TYPES).

3D Normal View. The ultimate map view is the *3D Normal View* mode, which is displayed by Selecting *3D Normal View* in the **Display** menu (or, if the map is currently in the *3D Zoom-Out* mode, by Selecting the "Zoom Map" button in the Toolbox). This presents the *Battleview™*—a high-resolution map in *3D*-type isometric perspective, presenting much more detail on the screen. In this view, units are shown as "miniatures" with individual positions within their hex.


3D Zoom-Out. The *3D Zoom-Out* view displays the *Battleview™* map at half of its normal size, thus allowing twice as much of it to be seen at a time. This is the default map when you start the game.

3D Extreme Zoom-Out View. The *3D Extreme Zoom-Out View* displays the *Battleview™* map in a fourth its original size, thus allowing you to view more of the *3D* map at once. The units in this view are displayed by various shaped blocks, with their current facing indicated by a light green stripe.

Jump Map. The sixth map view is the *Jump Window* (see SCROLLING below).

Scrolling

In most cases the map is too large to fit completely onto the screen, even in those scenarios where only a portion of the overall map is used. Therefore, several different ways to scroll it are provided. You can use the standard Windows® scroll bars, the arrow keys on your keyboard, or the *Jump Window*.

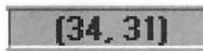
 To use the Jump Window, Select either its button in the Toolbox or the **Jump Window** command in the **Display** menu. This will display a miniature of the map being used (along with an indication of where each side's units are). Then Select the desired spot in the jump map, and the game map will automatically scroll to the corresponding point.

Place Names



Press the **Shift** key to display the names of various roads, farms and other geographical features.

Hex Coordinates



Each hex on the map has a unique set of coordinates, given in the form “#, #”. The number on the left represents the vertical row of hexes (beginning with “0” for the left-most row of hexes on the map), while the number on the right represents the horizontal row (beginning with “0” for the topmost row). Thus, for example, the “Hougoumont” Chateau near the middle of the map (in the Battle of Waterloo scenario) has hex coordinates of “34,31”.

The coordinates of the Hot Spot hex are displayed at the far right of the Status Bar (see 4.6).

4.4 THE UNIT LIST

The Unit List is the portion of the screen displayed immediately below the map. It contains a representative drawing of each unit that occupies the current Hot Spot hex, plus that unit's name and pertinent game data.

To Select a unit in the Unit List, left-click anywhere in its data area. To view the organizational information for a unit, *right-click* on its name in the Unit List and hold down the mouse button.



When there are more units in a hex than can be displayed in the Unit List, the arrow buttons appear in the lower right corner of the screen and can be used to scroll the Unit List.




The Unit List can be hidden by Selecting either **Full Screen Map** in the **Display** menu or its equivalent Toolbox button.



- ← *Command Rating*
- ← *Leadership Rating*
- ← *Movement Allowance*
- ← *Leader's Name (right click for organization info)*

The following explains the abbreviations and numbers displayed for *leaders* in the Unit List:

C (Command): The leader's Command Rating, given in the form “A” (best), “B”, “C”, “D”, “E” or “F” (worst). This rating is used by the program to determine the leader's ability to stay “in command”, thereby aiding the Rally of his *Disordered* units. See **COMMAND RADIUS/RATING** on p.39.

An  icon “behind” the letter when the Leader is Selected indicates that he is currently Detached.

L (Leadership): The leader's Leadership Rating, given in the form “A” (best), “B”, “C”, “D”, “E” or “F” (worst). This rating is used by the program to let the leader aid in the Rally/Reform of a *Routed/Disordered* unit he is stacked with; see 6.8 **RALLY & REFORM**.

M (Movement): The leader's current Movement Allowance This number will decrease as he moves or changes Formation. *Leaders are always mounted.*

★ A gold star appearing in the lower righthand corner of a leader's Unit-List portrait indicates that he has been “promoted” to the command of a higher organization due to the elimination of that organization's original leader.]

The following explains the abbreviations, numbers and colors displayed in the Unit List:

S (Strength): The unit's current basic attack (and defense during Melee) strength. This number represents the *actual number of men* in the unit (rounded to the nearest 25). This number is also used to determine stacking limits; see **STACKING** on p.8. A yellow S# indicates the unit is not at full strength (due to casualties or deployment of skirmishers/squadrons).

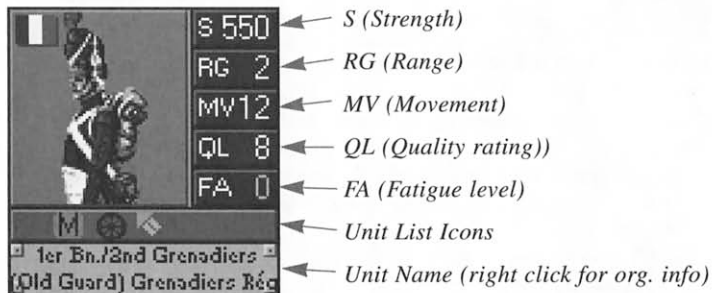
RG (Range): The maximum range at which the unit can make a Ranged-Fire attack. A unit with a range of “-” cannot attack in any way.

MV (Movement): The unit's current Movement Allowance. This number will decrease as the unit moves or changes Facing/Formation.

QL (Quality): The unit's Quality, given in the form “9” (best) to “1” (worst).

The Game Interface

FA (Fatigue): The unit's current Fatigue level. "0"- "3" cause no adverse effect (these numbers appear in green). "4"- "6" represent Low Fatigue (and appear in yellow). "7"- "9" are High Fatigue (and appear in red). See also 6.9 FATIGUE.





Unit Classification Icons

Some units in *BATTLEGROUND: WATERLOO* have special icons appearing near the top of the unit portrait. These icons are:

L An "L" in the unit's portrait means that that unit is a "light" unit and can deploy more than one Skirmisher unit.


H An "H" in the unit's portrait means that that unit is a "heavy" unit.


 A "Horse" icon in the unit's portrait means that that unit is horse artillery.


 This icon indicates a unit trained in 2- and 4-rank British tactics (see p.34).

Unit-List Icons

One or more of the following icons will appear from time to time in the lower-center compartment of a unit's data area. These icons, as they appear from left to right on the screen, represent the following:

 **Infantry.** When the full-color musket ball appears, the unit is eligible to attack. Once it has attacked, the ball turns black. If the unit becomes low on ammo, the ball will change to "half hollow" (i.e., half color and half outline). If the unit becomes out of ammo, the ball will change to completely hollow (i.e., outline only).

 **Battery.** When the full-color cannonball appears, the battery is eligible to attack. Once it has attacked, the cannonball turns black. If the battery is uncrewed (see 5.3 ARTILLERY), the cannonball is hollow (i.e., an outline).

 The letter indicates the kind of weapon the unit is equipped with:

M: smoothbore musket

R: rifle

S: sabre



L: lance


A: category A artillery

V: category B artillery

C: category C artillery


D: category D artillery


  When the wheel appears, the unit is eligible to move. Once it begins to move, the wheel turns black. When it has used all of its movement allowance, the wheel disappears.


 When the "F" on a black background appears, the unit is Fixed, meaning that it cannot leave its hex. A unit's Fixed status is removed whenever its hex is attacked or the unit becomes Routed.


Formation Icons


These icons show the unit's present Facing (as indicated by the direction the green arrow is pointing) and Formation.


 This icon indicates that the unit is in regular line.


 This icon indicates that the unit is in regular line *and* is able to change into Extended Line (see below).

 This icon indicates that the unit is in extended line.



 This icon indicates that the unit is in column.

 This icon indicates that the unit is in square.

 When the "S" appears, the unit is a Skirmisher company.

 When the "D" appears, the unit is Disordered.

 When the "R" appears, the unit is Routed.

  When the full-color binoculars appear, the unit is currently in the LOS of (and thus also has a LOS to) at least one enemy unit [Exception: if the *only* enemy unit having a LOS to the unit is an enemy supply wagon, the binoculars are black, indicating that the identity of your unit is not known to the enemy if *Fog of War* is in effect].

The Pop-Up Selection Dialog



The Pop-Up Selection Dialog allows you to Select any unit(s) in the Hot Spot hex even if the Unit List is hidden. To display this dialog, simply *press the spacebar*. You can then Select a single unit by left-click-

ing on its name in the dialog, or Select multiple units by holding down the **Shift** or **Ctrl** key when you left-click. Double-clicking on a name is the same as pressing Enter, which is the same as Selecting **OK**. The information at the beginning of each unit name is that unit's S# and weapon type.

The Terrain Info Box



The Terrain Info Box appears in the lower-left-hand corner of the screen, presenting certain information about the current Hot Spot hex. It displays a digitized photo of the type of terrain in the hex (clear, orchard, forest, etc.), then lists that terrain type by name and gives its Ranged-Fire combat modifier*, its elevation in feet, and its Objective value.

* A "Building" hex will show two numbers (e.g., -2/0) for its Ranged-Fire combat modifier. The first number indicates the modifier

for *skirmishers*, and the second number (which is always 0) indicates the modifier for all other units. In short, only *skirmishers* receive a Ranged-Fire combat modifier from Building hexes.

The bottom line of the Terrain Info Box shows the current *artillery* ammunition supply for the three main sides (in the form "#/#/#", with the English total on left, French total in the middle, and the Prussian total on the right. See ARTILLERY AMMO on p.24.

Selecting a Unit

To Select a unit in the Unit List, left-click anywhere on its area in the List. You can quickly Select *all* the units shown in the Unit List by double-clicking with the left mouse button in the Hot Spot hex.



A QUICK VICTORY

Napoleon needed a swift victory to secure his position politically and possibly divide the Allies and destroy the coalition. With five armies mobilizing against him, Napoleon had to move fast. By May 20th, only the armies of Blucher and Wellington were deployed within striking distance of France. Napoleon decided to launch his attack at Wellington and Blucher, drive a wedge between them, defeat them in turn, and *hopefully end the war*.

Napoleon quickly assembled 120,000 men and marched them secretly (and swiftly) across the Sombre on June 15th. This caught Wellington and Blucher by surprise, with their forces scattered throughout the countryside. The *Armee du Nord* was divided in two wings: Marshal Ney commanding the Left Wing consisting of the 1st and 2nd Corps and some Guard Cavalry detachments, and Grouchy commanding the Right Wing with the 3rd Corps and Cavalry Corps. Napoleon himself controlled the 6th Corps and his feared Imperial Guard trailed behind both wings so that they could go either way as the situation warranted.

























Napoleon ordered Ney to advance against the Anglo-Allied army and take Quatre-Bras, then swing around left and hit the Prussians from behind. Meanwhile, Grouchy and Napoleon would engage the Prussians at Ligny. Ney delayed attacking, and by the time he finally attacked in earnest the Anglo-Allied army at Quatre-Bras had been reinforced enough to stop the French.

At Ligny, the Prussians held for several hours, but could not resist when Napoleon released the Guard. Because of Ney's failure to quickly take Quatre-Bras, the Prussians were allowed to escape into the night. the Prussian and Anglo-Allied armies retreated in good order, but not before the Prussians lost heavily.

Continued on page 32

4.5 THE TOOLBOX

The Toolbox enables you to conduct certain actions without having to use the pop-down menus. Selecting a Toolbox button initiates the command associated with it. These commands are:

	Advance the game to the next phase.
	Change the screen display between the 2D Normal View and 2D Zoom Out, or 3D Normal View and 3D Zoom Out, mode.
	Change the Facing of the Selected unit(s) one hexside in a counterclockwise direction.
	Change the Facing of the Selected unit(s) one hexside in a clockwise direction.
	Change the Facing of the Selected unit(s) by 180°.
	Change the Formation of the Selected infantry unit from <i>column</i> to <i>line</i> (and back) or to <i>limber/unlimber</i> artillery.
	To create or recall a skirmisher or squadron unit(s) from the Selected unit. This can only be performed during the Movement Phase.
	To change a Selected infantry unit to or from <i>square</i> Formation. This can only be performed during the Defensive Phase.
	Toggle (off or on) the on-map display of all units.
	Toggle (off or on) the bases of all unit icons on the 3D map.
	Make the Artillery Dialog appear.
	Resolve the Melee in the Hot Spot hex.
	Toggle (on or off) a highlight around all units that are suffering from low/no ammo or uncrewed.
	Toggle (on or off) a highlight around all units that have a LOS to (and thus are in the LOS of) at least one enemy unit.
	Toggle (on or off) a highlight around all units that have moved during the current phase.
	Toggle (on or off) a highlight around all units that have either fired at an enemy unit or fought in a Melee during the current phase.
	Toggle (on or off) a highlight around all units that are Disordered..
	Toggle (on or off) a highlight around all units that are part of the same organization as the first Selected unit in the Unit List.
	Hide (or display) the Unit List and Terrain Info Box.
	Toggle (on or off) a display of which hexes are in the LOS of the current Hot Spot hex. An "X" in a hex indicates <i>no</i> LOS.
	Display (or hide) the flag of the controlling side in each Objective hex.
	Display the Jump Window. Select any spot on the jump map, and the game map will scroll to the corresponding spot.
	Cycle the Hot Spot to another unit that has yet to (be designated to) perform an action pertinent to the current phase.
	Activate the A/I (after you have halted it, or if you started the phase not using A/I but wish to activate it for the remainder of the phase).

4:00PM June 18 1815 Allied Movement Phase (Day)

(32, 9)

4.6 THE STATUS BAR

The Status Bar (see illustration above) appears at the very bottom of the screen. Its main functions are to show the current time of day, the current phase, the coordinates of the Hot Spot hex, and a set of scroll arrows (if the current Hot Spot hex has more units in it than can be displayed at one time). It also displays various types of messages from time to time (e.g., to explain why the program won't let you perform a certain action). In addition, it gives a brief explanation of each menu command and Toolbox button when you place the cursor on that command or button and hold down the left mouse button.

4.7 SAVING A GAME

To save a game you are currently playing, use the **Save** command in the **File** menu to save it. A dialog will appear so you can specify a name for the saved-game file. Normally you should use the extension *.btl*. Alternatively, you can Select **Auto Save** in the **Options** menu, in which case you'll be prompted at the end of the first phase to save the game. Once you've saved the game this way, it will be saved again *automatically* by the Auto Save function at the end of each subsequent phase [**Exception:** it will not save a phase that was conducted under *Automatic* (with or without *Fog of War*) A/I control]. Should you wish to save the game at some other point in a phase, you can do so via the **Save** command.

To save the game under a file name different than the one currently being used for it, Select **Save As** in the **File** menu. This allows you to save the current state of a battle in another file without affecting the file being used for the battle.

4.8 SNAPSHOTS

The **Snapshot** command in the **File** menu allows you to save, as a bitmap (*.bmp*) file, a copy of the portion of the map (including the position of all unhidden units) that is currently in memory. A file-selection dialog will appear so you can specify the name of the file.

You can use the Paintbrush graphics program (supplied with Windows®) to open the file later. Refer to your Windows® manual for instructions for the Paintbrush program. The Paintbrush program can also be used with your printer (black and white or color) to supply you with a printout of the map. Paintbrush will allow you to resize the map (as desired) before printing.

5.0 THE UNIT TYPES

Infantry, cavalry, artillery batteries, individual leaders and supply wagons are represented in the game. All, aside from unlimbered artillery, have an inherent movement capability; and all, aside from leaders, limbered artillery and supply wagons, can make attacks. Most of their characteristics are covered in 2.0 THE BASICS OF PLAY, but more details on the special capabilities of the various units are given below. To see the attributes of a specific unit during play, Select its hex to put it in the Hot Spot and check its data in the Unit List.

5.1 UNIT ICONS

Many different icons are used to represent the units in the game. A complete listing is provided at right.

NATO-Icon Colors

The color of each "NATO" symbol indicates a general category of unit types, as explained here (note that these colors appear only on the 2D Normal View map by selecting **Graphical Unit Icon** in the **Options** menu):

Light Green: Infantry
 Yellow: Cavalry
 Red: Artillery
 Gold (Star): Leader

Map Type:				Unit Type:
2D zoom out	2D zoom-in graphical	2D Nato	3D zoom-in & zoom out	3D extreme zoom out



5.2 LEADERS

For the basics, see CAVALRY FORMATIONS (& LEADERS) on p.4. One leader per side can aid in Melee (when stacked with a unit) by increasing his side's attack or defense strength by one. A leader lowers the chance that a unit will Rout by adding a -1 modifier to its Morale Check die roll, and can aid units under his command in their attempts to Rally. See also 4.4 THE UNIT LIST and 6.8 RALLY & REFORM.

A leader can be attacked as an individual target only if no other unit (aside from one or more other friendly leaders) is in his hex. Leaders do not become Disordered or Routed.

A leader can be killed, wounded or captured. In each case he is eliminated and another leader is promoted at the start of the next friendly Player Turn to take over his command. (A leader so "promoted" has a gold star in the lower righthand corner of his portrait in the Unit List.) A defending leader is automatically captured if all other friendly units in his Melee hex are eliminated. All replacement leaders have a command rating of F.

Command & Leadership

Each leader has both a Command and a Leadership rating, which affect his ability to influence certain actions of other units under his command; see 4.4 THE UNIT LIST. In addition, *brigade* and *division* leaders have a Command Radius; see COMMAND RADIUS/RATING on p.39.

5.3 ARTILLERY

Artillery batteries in *BATTLEGROUND: WATERLOO* are broken down into four categories: A,B,C, and D. Below is a description of each category:

- **Category A artillery** is classified as heavy artillery. The number and types of guns in an "A" battery consists of a complement of six 12-pounders and two 10 pound howitzers or six 12-pounders and two 6-inch howitzers.
- **Category B artillery** is classified as medium artillery. The number and types of guns in a "B" battery consists of a complement of six 6-pounders and two 5.2" howitzers; or six 6-pounders and two 7-pound howitzers; or five 9-pounders and one 5.5" howitzer.
- **Category C artillery** consists of a complement of six 5.5" howitzers, or six 7-pound howitzers.
- **Category D artillery** is classified as "horse" artillery; four 6-pounders and two 5.5" howitzers; or five 6-pounders and one 5.5" howitzer.

For artillery ammo supply rules, see ARTILLERY AMMO on p.24. For artillery in Melee, see MELEE and RESOLVING MELEE, both on p.35.

5.4 INFANTRY

For the basics, see INFANTRY FORMATIONS on p.4. For a more thorough overview of all the various movement/Formation change options for infantry, refer to the bullet points below:

- Infantry can move, change facing, deploy/recall skirmishers, change into column formation in the Movement Phase.
- Infantry can change formation from line, column, square, and extended line in the Defensive Phase.
- Infantry can fire in the Offensive Fire and Defensive Phase.
- Infantry can conduct melee attacks during the Melee Phase.

Skirmishers

- Skirmishers can be deployed and recalled in the Movement Phase by clicking the "S" button in the Toolbox.
- A Skirmisher unit equals 1/8 of full strength (S#) of its parent unit.
- Light infantry units can deploy entirely into Skirmisher companies. Other infantry units can deploy only one Skirmisher company.
- The facing of Skirmishers has no effect on their function. Skirmishers have a 360° field of fire.

- In addition to other terrain modifiers, Skirmishers receive a -2 terrain modifier from Building hexes.
- Skirmishers can rejoin their parent unit during the Movement Phase. To place a Skirmisher unit back into its parent unit, make sure the Skirmisher unit is in the parent unit's hex. Select the Skirmisher unit, then select the "S" button in the Toolbox.

NOTE: To recall a skirmisher (or cavalry squadron), the "parent" unit and its skirmisher must be in the *same* hex. Select the skirmisher, and click the "S" button in the Toolbox (or Select **Change Skirmisher/Squadron** from the **Units** pop-down menu).

Squares

- Squares can be formed in the Defensive Phase by undisordered unrouted infantry.
- Squares fire at 1/4 effectiveness and face in four different directions.
- Normally, cavalry attacks against units in the Melee Phase are tripled. Infantry units in Square Formation negate this tripling.

Extended Line

- Infantry units can change into and out of Extended Line in the Defensive Phase. The ability to form an extended line is based on the size of the infantry unit. An infantry unit whose Regular Line icon (in the Unit List) shows three parallel lines ||| is able to form an Extended Line.
- Units in Extended Line cannot change into Column or Square Formation without *first* changing into Regular Line formation. To change an Extended Line back into Regular Line, during the Defensive Phase, double-click on either unit (parent or extended) and select **Change Extended Line** in the **Units** menu. The unit will reform into Regular Line in the hex of the unit you Selected.



These two units occupy "flank" hexes from each other.

NOTE: To recall an Extended Line (to go back into Regular Line), the two "halves" of the extended line *must* occupy "flank" hexes from each other (similar to the positions occupied by the two units when the extended line unit was originally formed). Then Select **Change**

Extended Line from the **Units** pop-down menu.



5.5 CAVALRY

In *BATTLEGROUND: WATERLOO* cavalry is broken down into three different categories:

Light: Hussars, Light Dragoons, Chasseurs

Heavy: Dragoons, Cuirassiers, Carabiniers, Grenadiers on Horse, British Life Guards

Lancers: Lancer cavalry units have a weapon type of "L".

- Cavalry can move (from hex to hex and change facing) during the Movement Phase.
- Cavalry can charge in the Charge Phase, but is automatically Disordered at the end of the turn.
- Cavalry units that have moved in the Charge Phase get an advantage when attacking in the Melee Phase if they are attacking non-square infantry in unobstructed hexes across unobstructed hex sides.

Squadrons

A cavalry unit can break into Squadrons during the Movement Phase by Selecting the cavalry unit and then clicking the "S" button in the Toolbox. The size of a cavalry squadron is 1/4 the size of its parent unit. An entire cavalry unit can be broken down into squadrons. Cavalry squadrons can move and melee in the same way as cavalry regiments.

5.6 AMMO & SUPPLY WAGONS

When an infantry unit incurs a depletion of its ammo, it becomes "low on ammo" and thereafter cannot fire in its Offensive Fire Phase until resupplied. If a unit that is already low on ammo incurs another ammo depletion, it "runs out of ammo" and can make no *Ranged-Fire* attack at all until it is resupplied.

For a unit to be resupplied, it must be within 5 hexes of a friendly supply wagon. The path of hexes traced to the supply wagon may not cross an impassible hexside (i.e., high wall or lake) or pass through or adjacent to an enemy unit. If it does, the unit cannot be resupplied.

The Unit Types

Whenever an infantry suffering from low/no ammo starts a friendly Player Turn in a non-Routed state *and* in the supply path of a friendly supply wagon, the program will resupply it.

A resupplied unit is always returned to a “full” ammo state. The number of units resupplied is announced in the Command Report dialog.

Each time a supply wagon resupplies an battalion, that wagon’s supply strength (“S#” in the Unit List) is reduced by one. When its S# becomes zero, it is eliminated. Wagons themselves cannot be resupplied.

A supply wagon that incurs a loss due to an attack does not have its S# decreased, nor does it become Disordered or Routed. Instead, its “crew” is considered killed and the wagon becomes immobile (i.e., its movement allowance becomes—and will remain—zero). An immobile supply wagon cannot be “recruited”, but can continue to resupply friendly units. A supply wagon captured in Melee becomes a supply wagon of the captor’s side.

Resupply and Skirmishers

Resupply works the same way for Skirmishers as with other infantry units. However, when a Skirmisher is resupplied, the S# on the supply wagon *is not* reduced.

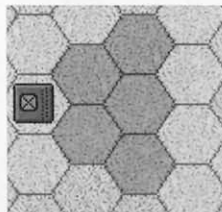
Artillery Ammo

The artillery ammo supply of each side is displayed in the bottom line of the Terrain Info Box (see p.19). Each time an artillery battery makes a Ranged-Fire attack, its side’s artillery ammo supply is reduced by one. In addition, each reduction of one in an artillery battery’s S# (including its capture in Melee) reduces its side’s artillery ammo supply by three. When a side’s artillery ammo supply reaches zero, none of its artillery units can fire. A side’s artillery ammo supply can never be increased. Neither captured artillery nor its ammo can be used by the captor side.

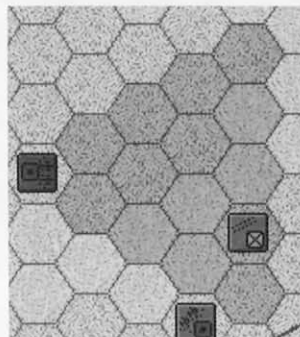
5.7 THE THREAT ZONE

In *BATTLEGROUND: WATERLOO*, each *undisordered* or *unrouted* unit exerts a “threat zone.” The unit’s threat zone equals a certain distance that extends through the hexes the unit is facing. Being in the threat zones of enemy units interferes with a unit’s ability to change formation and could possibly Disorder it. Units have both a “Threat Zone” and a “Threat Value.”

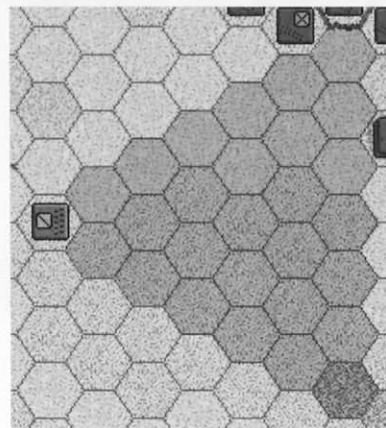
Threat Zones



Infantry units (including Skirmishers) exert a Threat Zone of 2 hexes.



Artillery units exert a Threat Zone of 4 hexes.



Cavalry units (including Squadrons) exert a Threat Zone of 6 hexes.

- Supply wagons and leaders *do not* have a Threat Zone.

Threat Values

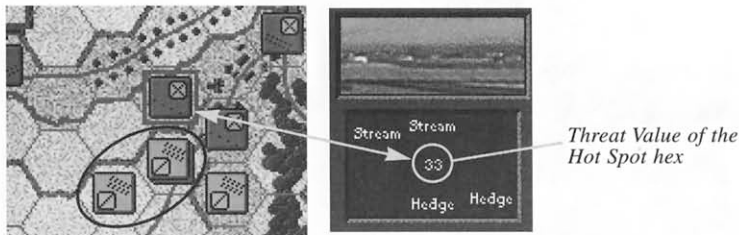
A unit's threat value of infantry and cavalry is based on its strength in men (1 point of threat per 100 men). An artillery unit's threat value is 1 point of threat per strength number (S#).

- The threat value of infantry units is doubled at a distance of one hex from the unit.
- The threat value of artillery is double up to a distance of 2 from the unit.
- The threat value of cavalry is tripled up to a distance of 2 from the unit and doubled up to a distance of 4 from the unit.

Threat Checks

During play, whenever a unit attempts to change its formation, a check is made based on the threat on the hex and the morale of the unit. The total threat on a given hex is the sum of the individual threats of all enemy units the hex is in.

If the threat value of the hex is zero, you can change formation with certainty. Otherwise, an attempt to change formation may fail. If a unit fails the check, it becomes disordered. A hex's threat value can be seen by Selecting the hex and then right clicking on the terrain box.



Example: The three circled cavalry units are exerting a threat value of “33” on the Hot Spot hex. The cavalry unit shown in the lower right of the illustration does not contribute to this threat value, since the Hot Spot hex is not in its Threat Zone.

Things to remember: The higher the threat value against the hex, the less likely a unit's chance of completing a Formation change. Also, the lower a unit's Quality, the less likely it will make that Formation change if the hex is in a threat zone.

5.8 OVERRUNS

An overrun is a special movement where a unit can move into an enemy unit's hex. Overruns may occur in the Movement Phase and Charge Phase.

In Movement Phase

An enemy hex may be entered during the Movement Phase if it contains only enemy leaders and/or uncrewed enemy artillery.

In Charge Phase

In addition to overruns in the Movement Phase, an enemy hex may be entered by charging cavalry during the Charge Phase if it contains only enemy leaders, skirmishers, and artillery (crewed or uncrewed).

Overrun Effects

Leaders in an overrun hex are eliminated. Artillery that is overrun by infantry is eliminated. Artillery that is overrun by cavalry becomes “uncrewed.” An attempt to overrun a hex occupied by skirmishers may fail or succeed based on a probability calculated using the strength of the skirmishers vs. the strength of the cavalry.

Recrewing Artillery

Artillery that has become uncrewed can become recrewed at the beginning of a Player turn once the enemy cavalry in the hex has left, provided that the battery is with or adjacent to a friendly infantry unit. **Note:** This does not imply that the infantry unit “recrews” the battery. It means that the infantry crew dispersed and took shelter and has now returned to their battery.





6.0 PLAYING A SCENARIO

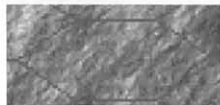
6.1 TERRAIN

The *BATTLEGROUND: WATERLOO* maps contain numerous types of terrain, each with an associated effect on movement, LOS, and combat. If you wish to inspect the terrain in a hex obscured by the presence of units, Select that hex to put the Hot Spot there; then consult the Terrain Info Box, or Select the “toggle units” Toolbox button (or the **Units Off** command in the **Display** menu). If using the 3D map, you also have the option to Select the “toggle unit bases” Toolbox button or the **Unit Bases Off** command in the **Display** menu.

A Terrain Key summarizing the effects of the various terrain types follows. The +/- number in the Combat Effect line alters the ranged-fire results by that many columns (i.e., its dr); see *RESOLVING RANGED-FIRE* on p.34.) Both in-hex and hexside Terrain Combat Effects apply vs. Ranged-Fire, but only *hexside* Terrain Combat Effects can apply to Melee.

TERRAIN KEY

Below is a list of the various terrain types in *BATTLEGROUND: WATERLOO*.



CLEAR

Movement Cost: 2

LOS Effect: none

Combat Effect: none



BUILDING

Movement Cost: same as clear

LOS Effect: none

Combat Effect: -2/0; Skirmishers get a -2 ranged-fire defense benefit when attacked in a Building hex. No other units receive this defensive benefit.



FOREST

Movement Cost: 4 (infantry); 6 (cavalry); 8 (artillery/supply wagons)

LOS Effect: Based on elevation; Forest hexes are 10 meters tall

Combat Effect: -1



ORCHARD

Movement Cost: 3 (infantry); 4 (cavalry); 6 (artillery/supply wagons)

LOS Effect: Based on elevation; Forest hexes are 5 meters tall

Combat Effect: 0



VILLAGE

Movement Cost: 4 (for all except infantry in column); 2 (for infantry in column/skirmishers)

LOS Effect: Based on elevation; Village hexes are 10 meters tall

Combat Effect: -2; Units get a ranged-fire defensive benefit, but units other than infantry in column that enter these hexes become disordered.

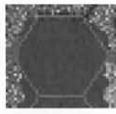


CHATEAU

Movement Cost: 2 (infantry/artillery); 3 (supply wagons); cavalry cannot enter Chateau hexes

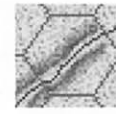
LOS Effect: Based on elevation; Chateau hexes are 10 meters tall

Combat Effect: -3



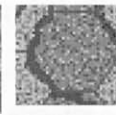
LAKE

Impassable
LOS Effects: None



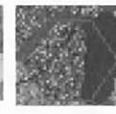
EMBANKMENTS (sunken roads)

Additional Movement Cost:
+2 (infantry); +4 (cavalry);
+6 (artillery/supply wagons)
LOS Effect: none
Combat Effect: -1



STREAM

Additional Movement Cost:
+1 (infantry); +2 (all others)
LOS/Combat Effects: None



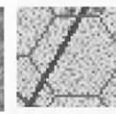
LAKE HEXSIDE

Impassable hexside
LOS Effects: none

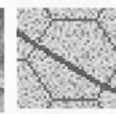


HIGH WALL GATE

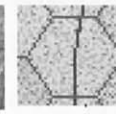
Additional Movement Cost:
+1 (infantry); +2 (all others)
LOS: same as High Walls
Combat Effects: -4 in melee only; no other combat allowed.



MAIN ROAD



ROAD



PATH

There are a number of Roads, Main Roads, and Paths that wind their way across the scenario maps of *BATTLEGROUND: WATERLOO*. When moving units along these roads, they may receive a movement bonus.

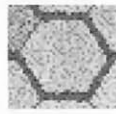
- All units moving along roads and paths (except infantry in line and sup-

Obstructed Hexes

In *BATTLEGROUND: WATERLOO*, all hexes are classified as either “obstructed” or “unobstructed.” Clear and Building hexes are unobstructed hexes. All other terrain types are obstructed. All units (except infantry in column and artillery) become Disordered (“D”) when entering obstructed hexes.

Hexside Terrain Features

In *BATTLEGROUND: WATERLOO*, certain terrain features appear along hexsides. These features can be viewed by clicking in the terrain box. When units move across these hexsides, they will pay an additional movement cost. In addition, all hexside terrain features are considered “obstructed,” and therefore will Disorder (“D”) all units that cross them (except infantry in column and artillery). Below is a list of the hexside terrain features.



HEDGES

Additional Movement Cost:
+1 (infantry); +2 (all others)
LOS Effect: none
Combat Effect: -1



WALLS

Additional Movement Cost:
+2 (infantry); +4 (cavalry);
+6 (artillery/supply wagons)
LOS Effect: none
Combat Effect: -2



HIGH WALLS

Impassable hexside; found only around Chateau hexes
LOS Effect: Based on elevation; High Wall hexsides are 10 meters tall
Combat Effect: No attacks across

Playing a Scenario

ply wagons) spend only 1 movement point per hex to move. Infantry in Line must spend the normal movement costs of the terrain. Supply wagons spend 2 movement points.

- All units moving along Main Roads spend only 1 movement point per hex.
- Only one unit at a time can move using Road Movement.

Note: To learn more about movement, please see MOVEMENT on p.31.



ELEVATION LEVEL

Each elevation change represents 10 meters.

Additional Movement Cost:

- From lower to higher: +1 (infantry); +2 (all others)
- From higher to lower: +1 for all except infantry

6.2 VICTORY CONDITIONS

Each scenario has its own set of Victory Values, which are point values that determine victory. They can be viewed from the **Victory** command in the **Status** menu. Using this command causes the Victory Dialog to appear, which lists a variety of data. It shows the number of units each side has lost so far and their point value. It also names the side the victory conditions apply to (calling it the *First Side*), the total point value of all Objective hexes that side currently controls, and that side's current overall point total (which the program calculates by subtracting the value of its unit losses from the sum total of its controlled Objectives plus the enemy's losses).

Any of five levels of victory are possible for the First Side: *Major Defeat*, *Minor Defeat*, *Draw*, *Minor Victory* and *Major Victory*. Each has an associated number of points which that side must equal or exceed at the end of play in order to achieve the next-higher level of victory. Specifically:

- The First Side suffers a **Major Defeat** if its point total is less than or equal to the total listed for "Major Defeat" in the Victory Dialog.
- The First Side suffers a **Minor Defeat** if its point total is greater than the total listed for "Major Defeat", but is less than or equal to the total listed for "Minor Defeat", in the Victory Dialog.
- The First Side achieves a **Draw** if its point total is greater than the total listed for "Minor Defeat", but is also less than the total listed for "Minor Victory", in the Victory Dialog.
- The First Side wins a **Minor Victory** if its point total is greater than or equal to the total listed for "Minor Victory", but is less than the total listed for "Major Victory", in the Victory Dialog.
- The First Side wins a **Major Victory** if its point total is greater than or equal to the total listed for "Major Victory" in the Victory Dialog.

The program takes the First Side's current overall point total, finds which level that total equates to, and displays that level's name as the First Side's current level of victory.

A scenario does not automatically end when one side achieves a Major Victory (or suffers a Major Defeat); the level of victory may change during the course of play as casualties occur and Objectives change hands. Only the level that exists at the *end* of the scenario applies for determining the winner.



Objectives

As the name implies, an Objective is a vital hex to control in a scenario because of its victory-point value. All Objectives are controlled by one side or the other at scenario start. To gain control of an enemy-controlled Objective, you must occupy it with one of your own units. The Anglo-Allied and Prussians are considered the same side for all Victory Condition purposes; i.e., Objectives held by either contribute to that side's VP total.



To display all Objectives on the map, Select **Objectives** in the **Display** menu. When this command has a check mark next to it, each Objective hex is marked with a flag icon to denote its location and ownership.

To find the point value of a specific Objective hex, Select **Objectives** in the **Status** menu. Selecting one of the Objective-hex lines in the dialog box that appears will move the Hot Spot to that Objective hex.

6.3 USING THE A/I

When the A/I is conducting an action, the A/I Action Dialog appears to tell you what the A/I is doing, and the map will scroll to display the corresponding action.



The A/I Action Dialog has four buttons: *Step*, *Run/Pause*, *Cancel* and *Help*. The *Step* button is initially the default. The current default button is outlined in black, meaning that it can be chosen by pressing **Enter** while the dialog is on-screen.

The **Step** button runs the A/I for one action, after which A/I processing halts.

The **Run** button makes the A/I run continuously until there are no more A/I actions for the current phase. When you Select **Run**, it changes to **Pause** (which becomes the default).

The *Pause* button halts the A/I temporarily. (While the game is halted, you cannot Select anything from the Menu Bar or Unit List—but the Toolbox and other A/I Dialog buttons remain active.) When you Select **Pause**, it changes back to **Run** (which becomes the default).

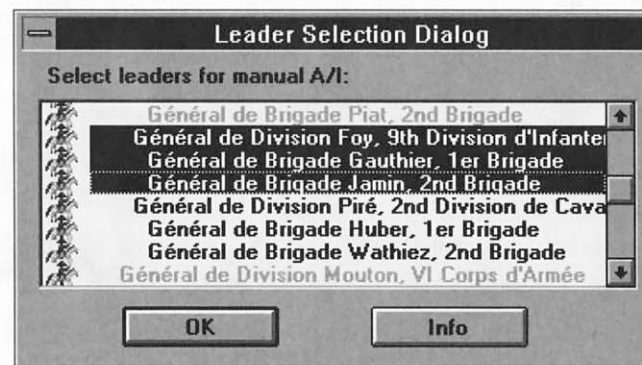
The **Cancel** button cancels A/I processing. (When you Select **Cancel**, it becomes the default.). To re-activate the A/I, Select the “Activate A/I” button in the Toolbox or the **Activate A/I** command in the A/I menu. While the A/I is activated and the A/I Action Dialog is on-screen, the **Esc** (Escape) key acts as a **Cancel** button.



Note: When the A/I for the side conducting the actions in the current phase is set to Manual, you can Select the **Activate A/I** menu command (or its corresponding Toolbox button) at any time to have the A/I complete that phase for you. Also, the type of A/I being used (Commander Control, Automatic, or Automatic with Fog-of-War) can be changed via the A/I menu at any time for either or both sides [Exception: if playing a modem-to-modem or PBEM game, Fog of War cannot be turned off once the game has begun].

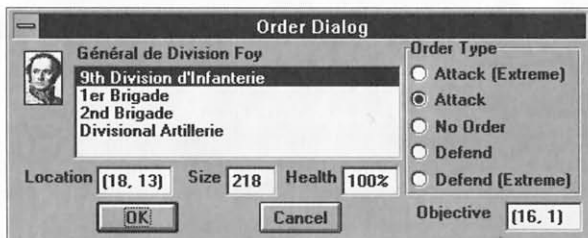
Commander Control A/I & Organizations

Selecting the **Commander Control** option in the A/I menu at the start of the scenario lets you issue your own orders to one or more *leaders* (and thus to the units under their command). If you choose this, the Leader Selection Dialog will appear (see below), from which you must Select the leader(s) you wish to control. (To choose more than one, hold down the **Ctrl** or **Alt** key as you Select each name.)



Playing a Scenario

Afterwards, an Order Dialog for each of your leaders will appear (see below) at the start of his friendly Player Turn. This dialog shows the order his superior has issued to him (unless he is the army leader)—which you can change if you wish—and allows you to issue orders to his subordinate leaders (and thus to their units and/or batteries). “Location” shows the coordinates of the hex the named leader presently occupies. “Size” indicates the highlighted organization’s current strength. “Health” indicates the percentage of units in that organization that are in Good Order, crewed if artillery, and not suffering from High Fatigue.



To give an organization an order, Select its name and then Select one of the orders from the list in the dialog. Then choose the organization’s “objective” for the turn by *right*-clicking on the appropriate hex. Once you’ve given orders to all your organizations, Select the **OK** button and play will proceed.

If you click the **Cancel** button in the Order Dialog, A/I processing is canceled. Processing can be resumed by Selecting the “Activate A/I” button in the Toolbox or the **Activate A/I** command in the A/I menu.

Summary of Commander Control A/I Order Types

Attack Order. A regular attack order causes units to move so as to take the specified objective. For Brigade or higher organizations, flank units will be deployed in an advanced position.

Attack (Extreme). An attack extreme order will cause units to attack in a more concentrated formation with maximum stacking in each hex. Also, extreme order will cause units not to fall back until all units of that organization are no longer in good order.

Defend Order. Units will move so as to hold specified objective. For Brigade or higher organizations, flank units will be deployed in a refused formation.

Defend (Extreme). A Defend Extreme order will cause units not to fall back until all of the units of that organization are no longer in good order.

Unknown-Unit Markers



When Fog of War is in effect for a side, its units are partially revealed—in the form of Unknown-Unit markers—when ever an enemy unit becomes adjacent to them. An Unknown-Unit marker indicates only the presence of a hidden unit; the actual type(s) and number of units are not revealed until the start of the next phase. A unit’s move automatically ends when it reveals an adjacent Unknown-Unit marker.

Additionally, if a supply wagon is the *only* friendly unit that can spot an enemy unit when Fog of War is in effect, that enemy unit’s identity will remain unknown.



6.4 GAME TURNS

Each scenario has a maximum number of playable Game Turns. When that number has been played to completion, the game is over. The number of Game Turns is displayed in the Phase Box (see p.3).

6.5 THE SEQUENCE OF PLAY

Each Game Turn comprises two Player Turns—one French and one Allied. Furthermore, each Player Turn is made up of five phases, which occur in the order listed below.

For simplicity, the player whose side is “active” in each of these phases (aside from the Defensive Phase) is called the *Phasing Player*. Except in the last Player Turn of the game, the completion of each Melee Phase is followed by the Movement Phase of the next Player Turn, in which the opponent becomes the Phasing Player. To advance the game to the next phase, Select either the “advance to next phase” Toolbox button or the **Next** command in the **Phase** menu. (For details about how to conduct a melee, see MELEE, p.35.)

1. Movement Phase

In the Movement Phase, the Phasing Player may move some, all or none of his units that are capable of movement. However, as the first action of this phase, the program finds all of the Phasing Player’s units that are Fatigued, Disordered, Routed, low on ammo and/or out of ammo, and checks to see if each loses any Fatigue, is resupplied and/or Rallied [**Exception:** Rally attempts do not occur in night turns]. It then announces on-screen, in the form of the “Combat Report”, the results of these checks. (For more details, see 6.6 MOVEMENT, below)

2. Defensive Phase

In the Defensive Phase, the Phasing Player’s *opponent* may fire some, all or none of his units capable of making a Ranged-Fire attack. In addition, the Phasing Player may make any Formation changes with those units eligible. (For details about how to conduct combat, see 6.7 COMBAT; to find details about changing Formation, see 5.4 INFANTRY.)

3. Offensive Fire Phase

In the Offensive Fire Phase, the Phasing Player may fire some, all or none of his units capable of making a Ranged-Fire attack. (For details about how to conduct combat, see 6.7 COMBAT.)

4. Cavalry Charge Phase

In the Cavalry Charge Phase, the Phasing Player may move some, all or none of his cavalry unit (and leaders stacked with them) capable of making cavalry charges. (For details about how to conduct cavalry charges, see CAVALRY CHARGES, p.37.)

5. Melee Phase

In the Melee Phase, the Phasing Player may conduct a melee with some, all or none of his Melee-capable units adjacent to an enemy unit.



6.6 MOVEMENT

The Phasing Player can move his units during their Movement Phase, at which time he may move all, some or none of them that are *capable* of movement (e.g., unlimbered artillery cannot move from one hex to another). For a basic explanation of how to use the mouse to move units, see MOVEMENT on p.5.

If more than one unit in a hex is currently Selected, you can move all of them using any movement method just as if they were a single unit (within stacking limitations; see STACKING on p.8). Note, however, that moving any *stack* of units, or entering a hex that contains *even one* other unit, negates the benefits of moving along a road. Hence if you try to move two or more units simultaneously along a road, they must pay the

Playing a Scenario

non-road cost of the hex they are entering. Likewise, if a unit already occupies a road hex and you attempt to move another unit into it, the non-road cost will be charged. Leaders do not count as units for the purposes of these road movement limitations.

If a hex contains more than one infantry unit in line formation, all such units must have the *same facing*. Any change to the facing of one infantry in line must be made for all such units in the same hex.

Each Formation change a unit makes, and each Facing change made by infantry in line or dismounted cavalry, costs it a portion of its movement allowance; these costs are listed under Change Costs in **Parameter Data**, which can be found by Selecting **Scenario Notes** in the **Help** menu.

If you move a unit but want to start its move over again, you can Select **Undo Last Movement** in the **Units** menu or hold down the **Ctrl** key and press **U** on the keyboard, provided that unit is *still* Selected [**Exception:** A move cannot be undone if Fog of War is in effect].

If you move a unit but use only part of its movement allowance, you can move one or more other units and still go back and finish moving the first unit. A unit can become the “leading” unit in column movement even if it has already expended part of its movement allowance.

A unit’s movement allowance drops to “0” whenever it moves adjacent an Unknown-Unit marker, or moves adjacent to a non-Routed or non-Skirmisher enemy unit *and* is within that unit’s Field of Fire.

All the various types of terrain in the game have an associated movement cost, or provide some kind of benefit or restriction to movement. See 6.1 TERRAIN for details.

Reinforcements

Many of the scenarios have reinforcements, which are units that enter from off-map during play. You can display the Schedule Dialog to see when, where and how many reinforcements are available by Selecting **Scheduled** in the **Reinforce** menu. (However, you cannot see the opponent’s reinforcements if Fog of War is in effect for his side.) Selecting any line in this dialog automatically scrolls the map to the arrival hex of that reinforcement unit and makes that hex the current Hot Spot.

At the start of a Movement Phase in which reinforcements are due to arrive, a message to that effect will appear on the screen. The arriving units may be brought onto the map at any time during the Movement Phase, or they may be ignored and brought on in a subsequent Movement Phase (i.e., they will remain available indefinitely until entered).

Grouchy was given the task of pursuing the Prussians and preventing them from linking up with Wellington’s army, while Napoleon (with the Left Wing) chased the Anglo-Allied army in hopes of destroying it. That night, a heavy rain storm caused Grouchy to lose track of the Prussians and when he finally discovered where they were it was too late—they had already out-manuevered the French and were heading toward Wavre. Upon reaching Wavre, the Prussians would have no problem linking up with the Anglo-Allied army if Wellington were not first defeated at Waterloo.

The scene is set!



The remaining historical information is an excerpt from “The Life of Napoleon” by Baron Jomini

COMMENCEMENT OF THE BATTLE OF WATERLOO

At eleven o’clock the attack commenced with artillery and musketry against the farm of Hougomont, which Jerome endeavored to carry; a few moments after, Ney presented himself near Frichemont at the opposite extremity of the line. A few cannon-shot were exchanged, when it was ascertained that the stream, although narrow and shallow, was so very muddy that it was necessary to turn to the west of Smouhen, it being difficult to pass lower down in face of the enemy’s batteries. Ney, obliged thus to withdraw a part of his right to the center, at length succeeded in forming these four divisions of the corps of Erlon, and it was only by Herculean efforts that he could form his artillery in the soft ground, where the carriages sunk to their hubs in the mud.

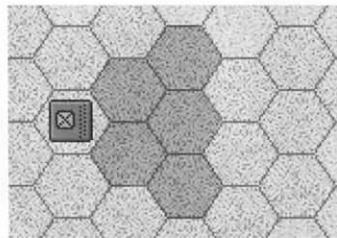
Continued on page 36

To bring on reinforcements,

1. Select **Arrived** in the **Reinforce** menu to display the Arrived Dialog, which will show a list of the available units.
2. Double-click with the left mouse button on the name of a unit in the list. When you do so, the dialog will disappear, the map will scroll to the entry hex and that unit will appear there. If more reinforcements are available,
3. Select **Arrived** again, and repeat the procedure until you're done bringing on your reinforcements.

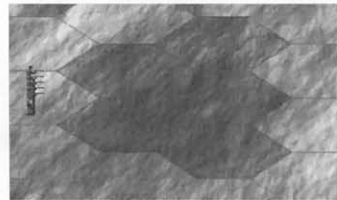
6.7 COMBAT

For the basics, see COMBAT on p.6. A supply wagon cannot attack; its S# is used only to show how many units it can resupply (see 5.4 AMMO & SUPPLY WAGONS). The same unit can be attacked more than once in the same phase [**Exception:** not in the Melee Phase]. However, a unit may make a Ranged-Fire attack or advance into Melee only vs. a target that lies within that attacker's *Field of Fire*:



Field of Fire Diagram

The light gray shading in the illustrations show the unit's (an infantry battalion in line) current Field of Fire (60 degrees). It cannot attack (even to advance into a Melee) any enemy unit that lies outside this Field of Fire unless it first makes an appropriate Facing change during its Movement Phase. A Ranged-Fire attack made vs the unit from any hex outside of its Field of Fire is called an Enfilade, and would receive a +2 modifier to its attack strength.



Ranged Fire

Ranged Fire can be performed only during the Defensive Phase or Offensive Fire Phase. Ranged Fire uses a combination of the firer's S#, weapon type (as denoted by the letter on the tan background in the Unit List; see 4.4), and the hex range to the target to determine the actual strength of the attack. All Disordered units have their strength factor halved before any other modification. Routed units, cavalry, and those that are out of ammunition and/or have no valid target within their Field of Fire cannot use Ranged Fire.

For a basic explanation of how to use the mouse to conduct Ranged Fire, see RANGED FIRE on p.6.

Restrictions on Ranged Fire

Ranged Fire can be conducted vs. only one target unit at a time. If the target hex contains only one unit, or several units all of the same type, the attack will be resolved automatically. (In the latter case the program chooses the unit to be affected.) If the target hex contains more than one type of potential target, a Target Dialog will be displayed to let you Select one of those units as the target. A unit name appearing in gray in the Target Dialog indicates the unit is suffering from low/no ammo.

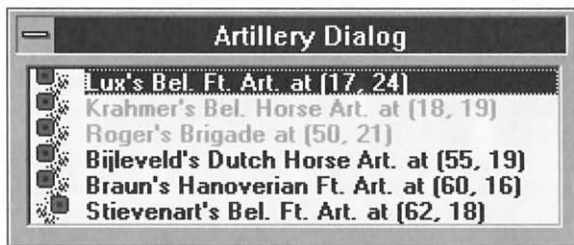
If a hex contains more than one infantry in line, any unit *behind* the first line infantry unit cannot fire. The first infantry in line behind an artillery battery can fire, however. *In short, no unit behind an infantry unit in line formation can fire.* On the 2D map, the "front" unit is the counter on the *top* of the stack, and the unit on the top of the stack is the first unit shown in the Unit List.

If a hex contains more than one infantry in line, only the *front* line infantry unit (top counter in a stack on the 2D map) can be targeted. **Exception:** an attack receiving the enfilade bonus can target *any* unit.

The units in a hex can be rearranged using the **To Top (Bottom) of Stack** features in the **Units** pop-down menu (see the **Units** menu on p.11).

LOS and terrain can affect the attack. Ranged Fire cannot be used vs. a target the firer has no LOS to. Selecting either the "show LOS" Toolbox button or the **Spotted Units** command in the **Display** menu will highlight all units that have a LOS to at least one enemy unit.


No unit may conduct more than one Ranged-Fire attack per friendly fire phase. Selecting either the "highlight fired units" Toolbox button or the **Fired/Fought** command in the **Display** menu will highlight all units on the map that have attacked thus far in the current phase.



An easy way to fire *artillery* is via the “display Artillery Dialog” Toolbox button (or the **Artillery Dialog** command in the **Units** menu). Selecting either of these makes the Artillery Dialog appear, which lists all friendly artillery units capable of firing. To fire a unit using the Artillery Dialog, first Select the unit’s name in the list, then right-click on the target hex. (Note that when a unit in the Artillery Dialog is Selected, all of its potential targets are highlighted on the map.) Once the unit fires, it disappears from the list and the next unit is automatically Selected, so all you have to do to fire this next unit is to right-click again on a target hex. A unit name printed in light gray in the dialog means that particular unit currently has no eligible target.

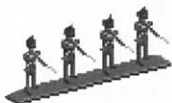
Two-Rank and Four-Rank Lines

British-led units at the battle of Waterloo operated in either a two-rank or four-rank line, as opposed to other units that operated in the “standard” three-rank line. Being in a two- or four-rank line will determine the modifier used when that unit fires (see modifiers in the next column).

 An Anglo-Allied unit that has the double red-bar icon beneath the British flag in its Unit List illustration is a unit trained in British tactics that operates in the two- and four-rank line formations.

- A two-rank unit with an S# of 600 or more is considered in 2-rank formation if in extended line, otherwise it is in a four-rank line.
- A two-rank unit with an S# of less than 600 is *always* in a 2-rank line.

If playing on the 3D map (in either Normal or Zoom-out view), a unit in two-rank formation is always shown with four figures; a unit in a four-rank line is shown with eight figures.



Two-rank formation



Four-rank formation

Resolving Ranged-Fire

The range from the firing unit to the target is used to determine a “weapon effectiveness” based on the weapon type. The weapon effectiveness values of each weapon type are listed in **Parameter Data**, which can be found by Selecting **Scenario Notes** in the **Help** menu.

The applicable weapon effectiveness value is multiplied by the firing unit’s “strength points” (SP) in the to arrive at a “fire value”. (25 men = 1 SP for infantry; 1 cannon = 1 SP for artillery.)

The fire value is then increased/reduced as applicable *in the following order*:

- Fire from infantry in *column* is reduced by 80%.
- Fire from infantry in *square* is reduced by 75%.
- Fire from infantry in a *4-rank line* is reduced by 25%.
- Fire from infantry in a *2-rank line* is *increased* by 50%.
- Fire from *Disordered* units is reduced by 50%.
- Fire in the Offensive Fire Phase from units that have moved in the previous Movement Phase is reduced by 50%.
- Fire against *skirmisher* units is reduced by 75%.
- *Artillery* fire vs. infantry in *column* or *square* is increased by 50%.
- If the firing unit is not artillery, its fire value is reduced by 75%. (This is to compensate for the above change from men to SPs.)
- Fire from a unit with a Quality of 6 or more receives a benefit; fire from a unit with a Quality of 2 or less is detrimentally affected.

The final fire value is used to determine a row in the Fire Results Table (see the Parameter Data). The program then makes a random die roll to determine a fire result. The die roll is altered by the defensive modifier of the target’s hex (listed as the “Combat Effect” in the Terrain Info Box) *and* of the hexside of the target hex that the firing unit is firing through. *Only skirmishers get any benefit from Building hexes.*

If the target unit was *not* an artillery unit, the fire result number is the amount of SPs it loses. Multiplied by 25, this amount represents its casualties in men (and will appear as such in the Fire Report onscreen).

If both the firing *and* the target unit were artillery, the fire result number is divided by 4 (this is to compensate for the above change from men to SPs) and any resulting fraction is rounded to zero. This amount represents the target’s casualties in cannon (and will appear as such in the Fire Report onscreen).



Melee

For the basics, see MELEE on p.7. An artillery battery has a basic strength of “1” when defending in Melee. A leader stacked with a unit under his command increases the strength of his side by *one* in Melee, but any additional friendly leader present in the Melee provides no further benefit. A leader can advance into Melee only if accompanying a friendly unit. Units cannot advance into Melee in excess of stacking limits, nor if they are Routed.



To initiate a Melee, first choose—using the *right* mouse button—an enemy-occupied hex adjacent to the unit(s) that will conduct the Melee. Then Select each friendly unit (or stack of units) that will participate in the Melee and Select **Add to Melee** in the **Melee** menu. (Selecting **Show Melee Odds** in that menu will display the attacker/defender odds ratio for the Melee.) Once you’ve added the desired attacking unit(s) to the Melee, resolve it by Selecting the “resolve Melee” Toolbox button or the **Resolve Melee** command in the **Melee** menu. A dialog will be displayed to give the results (see RESOLVING MELEE below). Each Melee must be resolved before the next one can be initiated. Lone leaders cannot Melee each other.

Semi-Auto Melee

You can also use “drag-and-drop” to conduct A melee; see MELEE on p.7.

Auto-Melee

You can have the program conduct Melee for you even if not using the A/I. To do this, hold down the **Alt** key and right-click on an enemy-occupied hex adjacent to at least one friendly, Melee-eligible unit. The program will find all units eligible to attack that hex, and will give their names, their locations and the attack differential. If you click **OK**, they will automatically attack the hex.

A/I Melee

Another option for conducting Melee is simply to Select the “activate A/I” Toolbox button. The program will then conduct all melees in that phase automatically.

Resolving Melee

Even though the advancing side is termed the attacker, both sides engage in Melee simultaneously; hence the attacker can also suffer casualties. To resolve a Melee, the program follow this procedure:

The attack value of the attacking units and the defend value of the defending units is calculated. The nominal *attack or defend* value of an infantry or cavalry unit is its S# divided by 25; the nominal *defend* value of an artillery unit is its S# (an artillery unit cannot initiate a melee attack). In addition, there are a series of modifiers that are applied to a melee:

These modifiers are applied to defending units (these are cumulative):

- The defend value of cavalry with lancers is reduced by 1/4.
- The defend value of Routed units is reduced by 50%.

These modifiers are applied to attacking units (these are cumulative):

- The attack value of heavy cavalry and cavalry with lancers is increased by 1/4.
- The attack value of disordered units, or units attacking across obstructed hexsides, is reduced by 50%.
- The attack value of units attacking through a Gate hexside is reduced by 50%.
- If all attacking units consist of undisordered Cavalry or Leaders that *moved* in the proceeding Charge Phase, and the defenders do not consist entirely of cavalry and infantry in squares, then the total attack value is multiplied by 2. **Note:** This bonus only applies if the cavalry units *moved* in the preceding Charge Phase.



FIRST APPEARANCE OF THE PRUSSIANS

The marshal soon began a violent cannonade against the enemy's left, merely waiting for my signal to fall upon it. I was about giving this signal a little after twelve o'clock, when strong columns were discovered on the right in the direction of Lasne and Saint-Lambert; these I supposed to be the detachment asked of Grouchy, though, after his report received the night before from Gembloux, I had hardly expected him

so soon; nevertheless, by setting out very early in the morning, he might have reached here by noon. To promptly ascertain the true state of things in this direction, I dispatched General Homond with three thousand horse towards Pajeau, where they could either cover our flank or open a communication with Grouchy, as the circumstances might require. They soon after brought in a Prussian hussar with an intercepted letter, announcing the approach of Bulow with a force estimated at thirty thousand men.

NAPOLEON HASTENS THE ATTACK ON THE ENGLISH

Notwithstanding this vexatious contretemps, my affairs were still far from desperate; if Grouchy had permitted Bulow to penetrate between us, he certainly must be near at hand in pursuit, and if so, the chances of the battle were still unchanged. I therefore ordered Ney to begin the attack, and, to secure the threatened flank, I moved the two divisions of Count Lobau in the direction of Planchenois, where they could serve as a reserve to Ney or oppose Bulow, as the circumstances might require. The Prussian corps, if followed up by Grouchy, as I had every reason to believe it was, would thus find itself between two fires in a coup-gorge, and would become an additional trophy to the conqueror. Nearly a hundred cannon were now thundering against the enemy's center to the right and left of La-Haie-Sainte; it was here that the principal effort was to be made; and if Ney, seconded by Lobau and the Guard, should succeed in penetrating here as he did at Friedland, I would command the road through the forest of Soignies, which constituted the enemy's only chance of retreat.

Continued on page 40

Whether attacking *or* defending in melee, a unit with a Quality of 6 or more receives a benefit, and a unit with a Quality of 2 or less is detrimentally affected.

A melee modifier is calculated (these modifiers are summed):

- If none of the attacking units have fired in the preceding Offensive Fire Phase, then a modifier of +1 applies (note: this automatically applies to attacking cavalry).
- If there are attacking units with low fatigue, then a modifier of -1 applies.
- If there are attacking units with high fatigue, then a modifier of -2 applies (this takes precedence over the low fatigue modifier).
- If any attacking units are attacking through an obstructed hexside, the maximum hexside modifier of these hexsides applies.
- If the attacking units are accompanied by a leader, then a modifier of +1 applies.
- If the defending units have a leader, then a modifier of -1 applies.

Note: Melee losses against Skirmishers are reduced by 75%.

The melee odds of attacker divided by defender are used to determine a row in the Melee Table. A random die roll, modified by the melee modifiers, is used to determine a melee result. The melee result determines the number of strength points lost by the attacking and defending units. If the defending units suffer higher losses than the attacking units, they must retreat from the defending hex. Unlimbered artillery that must retreat is automatically eliminated. Supply wagons that must retreat are captured instead. All units which participate in a melee are disordered.





Cavalry Charges

Cavalry units in *BATTLEGROUND: WATERLOO* have a special movement phase called the Cavalry Charge Phase. This phase is conducted right before the Melee Phase, and its purpose is to allow you to move your cavalry into position next to enemy units to attack in the Melee Phase. Depending on the kind of cavalry you move during this phase, you will receive certain melee attack benefits by using those cavalry in the ensuing melee. The basic information about how cavalry charges are factored into melee resolution is discussed above. However, more information about cavalry charges is below.

- Only un-Routed cavalry units may charge.
- A cavalry unit *must not* be Disordered when it initiates a charge. If, however, it becomes Disordered during the charge (by moving over or into Obstructed hexes) it can continue.

- Cavalry may move up to their normal (full) movement allowance during a charge (even if Disordered during a Charge).
- Charging cavalry may not change facing, so it's important to remember that when you move your cavalry into position to attack during the ensuing melee, the cavalry is able to move into the melee hex without changing its facing.
- Charging cavalry may not use Road Movement.
- Cavalry that has charged automatically becomes Disordered at the end of that player's *turn*.
- Leaders may move during the Cavalry Charge Phase *if* stacked with a charging cavalry unit.
- Charging cavalry may overrun *skirmishers* in clear hexes crossing unobstructed hex sides based on a probability calculation. The probability of overrun is **0%** if the cavalry is not at least half the strength of the skirmishers (face value strength used). The probability increases as the strength of the cavalry increases. For example, the probability is 1/2 when the two forces are of equal strength and 3/4 if the cavalry is twice as strong as the skirmishers.
- Cavalry that charges and a melee against units other than infantry in *square* or other cavalry has its strength tripled in the melee calculation. Lancers and Heavy Cavalry get a further 25% increase when they attack. Heavy cavalry defends normally, but Lancers defend at 75% of their value.



Morale Checks

Whenever a defending unit suffers casualties (i.e., has its S# reduced) due to combat but is not eliminated or have its crew killed, the program rolls a six-sided die to make a Morale Check for it. If the casualties were incurred during the Defensive Fire Phase, the Morale Check occurs at the end of that phase. If the casualties were incurred during the Offensive Fire or Melee Phase, the Morale Check occurs at the start of the next Player Turn.

In addition, each time a unit becomes Routed, every friendly unit in its hex and those adjacent to it must take a Morale Check.

The following cumulative modifiers can apply to the Morale Check die roll:

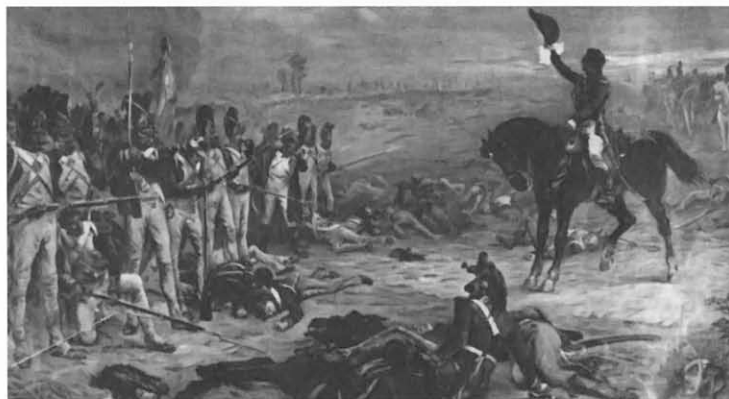
- 1 If the unit is stacked with any friendly leader
- +1 If the unit is suffering from low/no ammo
- +1 If the unit was already Disordered
- +1 If the unit was already suffering from Low Fatigue
- +2 If the unit was already suffering from High Fatigue
- +2 If the unit was fired on Enfilade
- +2 If it is a night turn
- +6 If the unit was already Routed

The possible results of a Morale Check depend on when the combat that caused it occurred in the Defensive Phase, the Offensive Fire Phase or the Melee Phase (the results of Morale Checks made at the start of a Player Turn are displayed in the Command Report dialog):

Defensive Phase: If the modified die roll is less than or equal to the unit's Quality, it "passes" the Morale Check and there is no effect. If the die roll is greater than its Quality, it "fails" it and becomes Disordered.

Offensive Fire Phase: If the modified die roll is less than or equal to the unit's Quality, it "passes" the Morale Check and becomes Disordered. If the die roll is greater than its Quality, it "fails" it and becomes Routed.

Melee Phase: If the modified die roll is less than or equal to the unit's Quality, it "passes" the Morale Check and there is no effect (though the unit is automatically Disordered anyway, due to having engaged in Melee; see p.35). If the die roll is greater than its Quality, it "fails" it and becomes Routed.



Disorder & Rout

For the basics, see DISORDER AND ROUT on p.7.

When a unit becomes *Disordered*, a "D" icon appears in its area of the Unit List. A Disordered unit has its attack strength and movement allowance halved, and receives a +1 die roll modifier for Morale Check purposes. The strength points are halved. One strength point is 25 men. attack strength] and movement allowance halved, and receives a +1 die roll modifier for Morale Check purposes.

Whenever cavalry and infantry (**Exception:** skirmishers) exist in the same hex both will become Disordered. Whenever an infantry column and and infantry line exist in the same hex both will become Disordered.

When a unit becomes *Routed*, an "R" icon appears in its area of the Unit List, it cannot attack, it defends at half strength in Melee, and it receives a +6 die roll modifier for Morale Check purposes. Routed units are considered in Column Formation for movement calculation purposes and for determining modifiers when being attacked. Cavalry and limbered artillery do not change Formation when they Rout, but their icon still changes to the standard "running-man" icon to make them stand out better on the map. A Routed unit cannot move closer to the closest (to it) unhidden enemy unit that is in the LOS of any friendly unit (and so cannot advance into Melee).

Leaders and supply wagons neither become Disordered nor Routed. A Routed unit cannot become Disordered (except when it Rallies; see 6.8), and loses any Disordered status it might have had. If a Routed unit suffers another Routed result, [it loses strength factors (as determined by a die

roll made by the program);] such units are termed “lost stragglers” in the Command Report that appears at the start of the next Player Turn.



6.8 RALLY & REFORM

For the basics, see RALLY & REFORM on p.7. In a *Rally* attempt, the program makes a six-sided die roll for each of the Phasing Player’s *Routed* units [Exception: Rally attempts are not made for Routed units during night turns]. In a *Reform* attempt, the program makes a six-sided die roll for each of the Phasing Player’s *Disordered* units.

The Quality (Q) of a unit is used as its “morale” for rally purposes. If a unit is stacked with a leader of the same or higher organization, the Leadership rating of that leader modifies that unit’s morale. If the leader’s Leadership rating is higher than the unit’s Quality, his Leadership rating is used as the unit’s morale. If his Leadership rating is the same or lower than the unit’s Quality, a +1 is added. The possible results of a rally/reform attempt are:

- If a *Routed* unit’s die roll is less than or equal to its morale, it *Rallies* (i.e., loses its Routed status *and becomes Disordered*—but cannot be returned to Good Order in the same turn).
- If a *Disordered* unit’s die roll is less than or equal to the applicable morale value, it *Reforms* (i.e., loses its Disordered status *and returns to Good Order*). Each Disordered unit has a nominal Command Rating of “1” for Reform purposes. If it is not Detached *and* its brigade leader is “in command”, its Reform die roll will be successful if less than or equal to “1 *plus* the applicable Command Rating modifier”. If its brigade leader is “not in command”, it will Reform only on a die roll of “1”. See COMMAND RADIUS/RATING below for further clarification.

Command Radius/Rating

The Command Radius of a *brigade* leader is the maximum distance in hexes he can be from one of his units and still be able to provide it with a Command Rating modifier. The Command Radius of a *division* leader is the maximum distance in hexes he can be from one of his brigade leaders and still be able to pass a Command Rating modifier to the latter.

Leader Command Radius Ranges			
	Anglo-Allied	French	Prussian
Brigade leaders:	2	3	4
Division leaders:	4	6	8
Each Army, Wing and Corps commander has an <i>unlimited</i> Command Radius.			

Any unit (including brigade or division leader) outside the pertinent Command Radius of its/his superior officer is Detached, meaning that it/he can not receive a Command Rating modifier.

At the beginning of each Player Turn, the program determines each friendly leader’s Command State (i.e., whether he is “in command” or “out of command”). Starting with the highest (the army) leader, a six-sided die roll is made. If the die roll is less than or equal to his Command Rating (his “C#” in the Unit List), he is “in command”. If he is found to be “in command”, he automatically passes down to each of his corps commanders a –1 Command Rating modifier to *their* Command State die roll. Each corps or wing commander found to be “in command” passes down a –2 Command Rating modifier for the die roll of each of his division commanders (because each time a subordinate is found to be “in command”, the Command Rating modifier he passes down to *his* subordinates



NEY'S FIRST ATTACK ON THE CENTER

Near one o'clock, Ney threw himself at the head of the corps of Erlon, which deployed in columns by division in order to cross more rapidly the space between it and the enemy. This movement, executed with close and deep masses under a murderous fire, and in a horrible mud, caused as light undulation in his columns; a part of his artillery remained behind, and continued a distant fire upon the enemy's batteries, while the infantry was passing the ravine. The extreme right division of this corps moved in the direction of Smouhen in concert with the light cavalry of Jaquinot. A brigade of the left attacked the farmhouse of La-Haie-Sainte, where it met a strong resistance, and experienced considerable losses. The remainder of this corps, having all the difficulties of the deep mud and the formidable fire of the enemy's artillery, reached the part of the first line formed of the Belgian brigade of Bylant (division of Perponcher) and pierced it by a vigorous charge. But they were now suddenly assailed by the English division of Picton, placed in the second line, and lying hid behind a rise of ground favorable for their concealment. The combat now becomes furious; the English infantry are deployed and envelop with their concentric fire the compact corps of Ney. Picton falls dead; but his troops hold firm, and the French

Continued on page 43

increases by one). Each division leader found to be "in command" will in turn pass down a -3 Command Rating modifier to each of *his* non-Detached brigade leaders. Each brigade leader who is found to be "in command" will pass down a -4 Command Rating modifier to the Reform die roll of each of *his* Disordered but non-Detached brigades. Whenever a leader is found to be "out of command" (or is Detached), the modifier *he* passes down becomes "0". [For example, if a division leader is Detached, his brigade leaders will be able to pass down only a -1 (i.e., their own) Command Rating modifier to each of their non-Detached, Disordered brigades—meaning that each such brigade will Reform only on a modified die roll of less than or equal to "2".

Many artillery batteries are corps-level units, which means they can gain a Command Rating modifier only from their corps and army leader.

All Command Ratings are treated as being one lower than normal in a night turn.

6.9 FATIGUE

For the basics, see FATIGUE on p.7. Fatigue has an adverse effect on a unit's strength in Melee (see RESOLVING MELEE on pp.35-36) and on its ability to avoid Routing when it takes a Morale Check (see MORALE CHECKS on p.38). Fatigue occurs in a unit in the following ways:

- If it suffers a Fatigue result ("F" result in the Fire Results Table) when attacked by Ranged Fire, its Fatigue is increased by *one* (this can apply only once per phase);
- If it suffers casualties, its Fatigue is increased by *one* (this can apply only once per phase);
- If it engages in Melee, its Fatigue is increased by *one*, or by *two* if it loses the Melee.

A unit whose Fatigue level ("FA" in the Unit List) is 0-3 suffers no adverse effects. A unit suffering from *Low* Fatigue ("FA" of 4-6) receives a +1 die roll modifier to each Morale Check it takes. One suffering from *High* Fatigue ("FA" of 7-9) receives a +2 modifier to its Morale Checks. In addition, if one or more attacking units in a Melee suffer from Fatigue, that attack's total strength is reduced by one if Low Fatigue applies, or by two if High Fatigue (or any combination of Low and High for different attackers) applies.

At the beginning of each friendly Player Turn, each Fatigued unit has a chance of reducing its Fatigue by one *if* in the two preceding Player Turns it has not moved (including a Facing/Formation change), fired, fired upon, or participated in a melee. This chance is increased at night.



7.0 MODEM & PLAY BY E-MAIL

7.1 MODEM PLAY

Modem play allows two people to play the opposing sides in a *BATTLEGROUND: WATERLOO* scenario without having to be together in the same place. All each player needs is an installed copy of the game, and a modem hooked up to his computer and phone line.

To start a new scenario and play it by modem, first call your opponent on the phone, pick a scenario to play, and agree on who will be the Caller and who will be the Host. The Host will be responsible for opening and saving the scenario on his computer. The Caller will provide an encryption key at the start of the scenario to ensure that, when the scenario is saved, no one but the Caller will be able to open the saved-game file later (see p.42).

Each player should launch *BATTLEGROUND: WATERLOO* and, when the Menu Screen appears, **Select Start Game as Modem Host** or **Start Game as Modem Caller** as agreed on beforehand. (If you're presently viewing the Scenario Selection Screen, **Select Previous** to go to the Menu Screen.)

For the Caller, a dialog box will appear, offering a choice of which game map to open. Be sure to **Select** the correct one for the scenario.

For the Host, a dialog box will appear, asking him to **Select** whether a new or a saved game will be played. **Select** a new game, and then the Scenario Selection Screen will appear. There, **Select** the appropriate scenario and the **Play** button.

Once the map and Modem Settings dialog box appear on-screen, the Host should configure his modem port. The most important setting is Baud Rate. If you're not sure what your modem's baud rate is, choose something conservative like 2400. If you have a 28.8 modem, select the baud rate 38400. The next most important setting is Port. A typical con-

figuration is for the modem to be on COM2 (if the mouse is on COM1), but you may have to consult your hardware documentation (or use trial-and-error) to find your correct setting.

Once the map and Modem Settings dialog box appear on his screen, the Caller should configure his own modem port. The baud rates need not be the same. The modems will negotiate the highest rate both can handle. Both sides now hang up the phone.

The Host clicks **OK** in the Modem Settings dialog box, and should see the Answer Dialog showing that it is waiting for a call. He then waits.

The Caller clicks **OK** in his Modem Settings dialog box, and should see the Dial Dialog. He then left-clicks in the phone entry line and types in the phone number of the Host system (i.e., the phone number of the line connected to his opponent's modem). He may also type in an encryption key now (see p.42). Lastly he **Selects** the **Dial** button or presses the **Enter** key, and the modem will call the Host. The Host system should answer after the first or second ring.

Momentarily both players should see the Communications Dialog (a "chat window"). This may be used by both players to type messages to each other. One or both players may close his Communications Dialog at any time during modem play. It will automatically reappear if the other side types a message or, if due to a data transmission backlog, the number of messages waiting to be sent reaches 20. It can also be re-opened at any time by **Selecting Communication Dialog** in the **Modem** menu.

Immediately after the Communication Dialog appears, so will a dialog box enabling the host to **Select** the side he has chosen to play and, if both players have agreed, Fog of War. Once he does this and clicks **OK**, the scenario will be transmitted to the Caller. Only the player who goes first will see the Phase Box that denotes the first Movement Phase of the

game. He should left-click with the mouse on the Phase Box to make it disappear, and he may then begin playing in the normal manner.

As the game proceeds, both players will see their own and enemy units fire and move in turn. As each player completes a phase and advances the game to the next phase, the player who will be in control for that phase will see the Phase Box appear. He should left-click on the Phase Box and proceed with his actions for that phase. The Status Bar at the bottom of the screen will show whether the current phase is under Local (your) or Remote (your opponent's) Control. During a phase that's under Remote Control you should not attempt to move or fire any units, but rather wait until you see the Phase Box appear, indicating that you are now in control (i.e., it's your phase to move or attack). When the scenario is over, the Victory Dialog will be displayed for both sides to see.

If the game must be halted prematurely but the players wish to resume it later, the Host should choose **Save** or **Save As** in the File menu and save the scenario. Both sides then simply exit the program. Alternatively, after the Host saves the scenario he can Select **Host** and the Caller can Select **Caller** again in the **Modem** menu; doing this will close the scenario without exiting the program.

ENCRYPTION KEY

While the Caller has the Dial Dialog on-screen before the start of play, he should enter an encryption key (i.e., a password) in the appropriate spot in order to encrypt the saved-game file so that once it is saved the Host cannot open it. (If no encryption key is entered at this time, the file can still be saved later but it won't be encrypted.) The Caller should pick an encryption key that will be easy for him to remember but difficult for the Host to guess. It can be a word or a phrase, and numerals and/or punctuation marks can be used.

The extension *.btx* indicates a saved-game file that has been encrypted using the Caller's encryption key. Encrypted scenario files are stored in a binary format, and the user should not attempt to view or print them directly without using the *BATTLEGROUND: WATERLOO* program.

When re-opening a saved game, the Caller must specify the same exact encryption key that was in use when the scenario was last saved.

RESUMING A SAVED MODEM-PLAY GAME

The procedure for doing this is the same as starting a new modem-play scenario, except that when the Host is prompted to Select a new or saved game he must pick the latter. He then picks the agreed-upon scenario in the ensuing dialog box.

If the scenario doesn't open, the Host should check to make sure he Selected the right one. If that's not the problem, the Caller should Select **New Encryption Key** in the **Modem** menu and type in the key again, for he probably entered it incorrectly the first time.



7.2 NULL-MODEM PLAY

Null-modem play requires a direct cable connection between the two computers. Users should obtain a suitable serial communication cable and a null-modem connector (available at computer supply stores). Select **Null Modem** before Selecting **Host** or **Client**; that way, when **Host** or **Client** is Selected, you will still be prompted for the correct port and baud rate, but no modem dialing will be done. Note that under null modem, the *exact* baud rate for both machines needs to be Selected. Note also that some older machines may not have serial ports that can handle speeds at or above 9600 baud, so a lower rate may have to be used.

7.3 PLAY BY E-MAIL

To Start a PBEM Game...

1. Select the **Play By E-Mail** option from the Menu Screen (see illustration on p.9)
2. You will then be asked "Do you want to start a new battle?" Select "Yes" if you are starting a new game.
3. The Scenario Screen will then appear. Choose the scenario to be played. Note that as each scenario's name is selected on the Scenario Screen, that scenario's "Module" is displayed in the **Module** window of the Scenario Screen. It is imperative that the PBEM gamefile be kept in that subdirectory in each player's BGW game. See the chart below listing which "module" corresponds to which BGW subdirectory.

BGW Modules & Subdirectories	
Module Name	Corresponding Subdirectory
Charge/Assault	ca
La Haye Sainte	lhs
Hougomont	hg
Papelotte	pl
Plancenoit	pn
Waterloo	wl

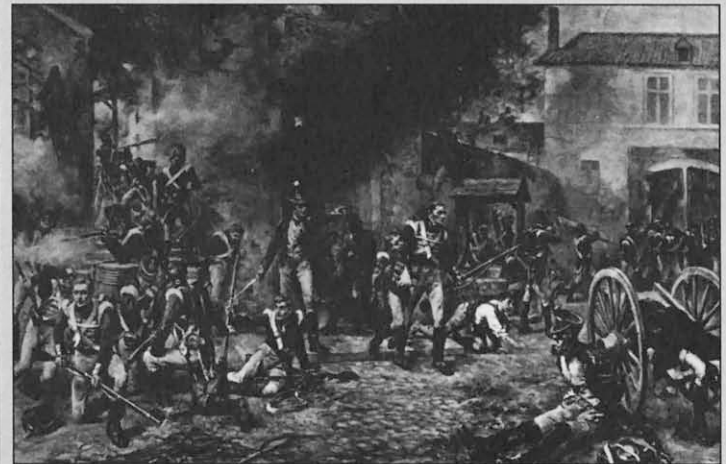
IMPORTANT!

The player starting a PBEM game must note which "module" the selected scenario is from and convey this information to his opponent. After being transferred via E-mail and downloaded, the PBEM game file *must* be kept in the corresponding BGW subdirectory on *each* player's computer.

Please refer to your Windows® Tutorial Guide (supplied with your computer or packaged with your original Windows® installation software) if you need instructions on transferring files.

4. When the map appears, choose the local side (i.e., the side *you* will play) and whether or not Fog of War will be used. You can also set the Advantage (see p.10) at this point. Then Select "OK", and proceed with play.
5. When the first phase under the control of the other side begins, you will see a message that local control is over. You will be prompted to save the game (note that it must retain a ".bte" extension) and E-mail the saved-game file to your opponent.

column, arrested by this murderous fire, begins to waver. At this instant Lord Uxbridge advances the English cavalry of General Ponsonby to charge it in flank: emboldened by success, they charge in the interval between the second and third columns, and precipitate themselves on Ney's reserve of artillery, a part of which remains in rear, on account of the mud; they saber the soldiers of the train and the cannoneers, and carry away the horses, thus depriving the infantry of a part of its cannon. Seeing the operations of these horsemen, I throw out against them the cuirassiers of Milhaud and a brigade of lancers; in a few minutes they are completely destroyed, and Ponsonby is slain; but the French infantry has been broken, and a part of its cannon have been rendered immovable.



THE LEFT ATTACKS HOUGOMONT

While these things were taking place against the left and left-center of the Allies, Jerome, seconded by Foy, had, with difficulty, dislodged the enemy from the park of Hougomont; but all efforts were vain against the embattled walls and chateau, where Wellington himself conducted the reinforcements to the English Guards, who defended this important post with the most admirable valor. Wellington was waiting for the promised aid of Blucher, and he sought every means to prolong the contest. For him there was no hope of retreat; he must conquer or die. Seeing my efforts directed towards the center, he

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To Resume a PBEM Game...

1. To resume a Play By E-mail game, you must download the file into the subdirectory that contains the map used by that scenario.
2. Then double-click on the *BATTLEGROUNDS: WATERLOO* main program icon and select the PBEM option from the Menu Screen.
3. You will then be asked "Do you want to start a new battle?". Select "No" if you are resuming a PBEM game.
4. When the "Battle Selection Dialog" window appears, Select the appropriate Module. All PBEM games saved in that module (subdirectory) will be displayed in the bottom window. Select the proper PBEM battle file and click the "OK" button.
5. After the map and scenario are loaded, you will be given an option to see a "Replay" of your opponent's most recent moves/attacks. After the Replay is finished (or if you choose not to view it), the next phase begins and play resumes. At the end of local control, a prompt to E-mail the file will appear.

The same procedure is followed to play the remainder of the game, with each player alternately playing and E-mailing the game to his opponent.



hastened to close his line, calling from Braine-la-Leud and Merbe-Braine twenty battalions of Belgians and Brunswickers, and placing them successively in reserve behind the right and center. He himself then repaired to the defense of Hougomont. General Foy, on his side, wishing to second the attacks made on the chateau by the division of Jerome (conducted by Guilleminot), sought to pass this post, and fell upon the line of Lord Hill and the Brunswickers, who were formed in rear of a cross-road which ran along in front of the enemy's line from the Nivelles road to near Papelotte. But being wounded in the shoulder by a ball, and seeing his troops cut down by a murderous fire without hope of dislodging the enemy, Foy renounced his project, and the combat on this point degenerated into a cannonade and skirmishes without advantages to either side.



NEY'S SECOND ATTACK

In this interval Ney applied all his energy and force of character to repair the check which he had received in his first attacks; his right, in possession of Smouhen, debouched on Papelotte, and the marshal himself directed a new attack on La Haie-Sainte. The division of Donzelot, sustained on the left of the road by a brigade of Valmy's cuirassiers, and on the right by a brigade of Quinot's infantry, at last succeeded in routing the Scotch and Hanoverian battalions; and at four o'clock his troops, after the most glorious efforts, remained masters of these two points. During this contest I passed along the lines of Ney and Milhaud amid a shower of bullets; General Devaux, commandant of the artillery of the Guard and reserve, was killed at my side—an irreparable loss at the moment when I was directing him to renew the decisive maneuvers of Wagram.

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8.0 APPENDIX

8.1 TERMS & DEFINITIONS

[Certain terms and abbreviations used in this manual are defined here for your convenience]

Adjacent: Two units or hexes that are directly next to each other on the map, with no intervening hex between them.

A/I: Artificial Intelligence; the capability of the program to make decisions and conduct actions for a given side.

Command Radius: The maximum hex distance at which a brigade or division leader can pass down a Command Rating modifier.

Command Rating: A rating (“C #” in the Unit List) given to a leader, and used by him in his attempts to Reform Disordered units under his command. See also the definition of “Command Radius”.

Detached: A unit (usually a battalion) that is outside the Command Radius of its brigade leader. A brigade leader who is outside the Command Radius of his division leader.

Disordered: A unit that is not in Good Order but is not Routed. A Disordered unit fires and melee attacks at half strength.

Encryption Key: A “password” specified by the Caller in a modem-play game to keep the Host (the Caller’s opponent) from opening the saved-game file.

Enfilade: A Ranged-Fire attack made from outside the defender’s Field of Fire.

Fatigue: A rating (“FA #” in the Unit List) given to a unit and used by it for Morale Check and Melee purposes.

Field of Fire: The 60° arc through which a an infantry unit or battery can fire. See also the definition of “Enfilade”.

Fog of War: A game option that lets a player who chooses Fog of War for the *opposing* side see all of his own (i.e., friendly) units, but only those enemy units that have moved/attacked while *currently* in the LOS of a friendly unit.



Game Turn: Two consecutive Player Turns having the same turn number.

Good Order: A unit that is neither Disordered nor Routed.

Hex: Each hexagon on the map. Hexes are used for movement, range and LOS calculations. The hexes are displayed/hidden via the **Hex Outlines** command in the **Options** menu.

Hot Spot: The red square- or rectangle-shaped indicator that appears on the map. The hex currently containing the Hot Spot is known as the *Hot Spot hex*.

Leadership Rating: A rating (“L #” in the Unit List) given to a leader, and used by him in his attempts to Rally Routed units under his command.

LOS: Line of Sight; an imaginary line between units that the program uses to determine if they can “see” each other. If the LOS is blocked (see the definition of “Obstacle”), they cannot see (and hence have no LOS to) each other. The existing LOS to/from the Hot Spot hex can be viewed via the **Visible Hexes** command in the **Display** menu.

Melee: An attack made from a hex adjacent to the defender during the Melee Phase, in which the attacker can advance into that hex if the Melee eliminates all defenders in the hex or forces them to retreat.

Menu Bar: The line in the screen display immediately above the map, which contains the titles of the various pop-down menus.

Morale Check: A die roll made by the program for a unit that has taken casualties due to an attack, or that is in the same hex as (or is adjacent to) another friendly unit that becomes Routed. The possible results are No Effect, Disordered or Rout; see **MORALE CHECKS** on p.38.

Objective: A scenario-specific hex with an assigned point value used to determine victory and defeat in a given scenario.

Obstacle: Terrain that can block LOS *through* its hex. Forest, Orchards, Villages, and Chateaus can block LOS, depending on the relative heights of the firer, obstacle and target.

Phase: Any of the five main segments of a Player Turn: Movement Phase, Defensive Phase, Offensive Fire Phase, Cavalry Charge Phase, and Melee Phase.

Player Turn: Each turn in which one side or the other is the “moving” side. See also the definition of “Game Turn”.

Quality: A rating (“QL #” in the Unit List) given to a unit, and used by it when it takes a Morale Check or tries to Rally.

Rally: A die roll made by the program for each of the Phasing Player’s Routed units at the start of each friendly Player Turn in an attempt to return it to a Disordered state.

Ranged Fire: Any non-Melee attack made by a unit.

Reform: A die roll made by the program for each of the Phasing Player’s Disordered units at the start of each friendly Player Turn in an attempt to return it to Good Order.

Rout: A unit becomes Routed whenever it fails a Morale Check caused by either an attack or by the Routing of another friendly unit in/adjacent to its hex.

Scenario: Each of the specific battles that are listed in the Scenario Selection Screen.

Select: To click on an item using the *left* mouse button.

S#: For infantry and cavalry, the number of actual men. For a supply wagon, the number of units it can resupply. For cannon, the actual number of cannon. The S# is displayed in the Unit List, and can change during play (i.e., it decreases whenever the unit takes casualties or when the supply wagon resupplies another unit.

Stack: The collective name for two or more units in the same hex.

Status Bar: The line at the very bottom of the screen display, which contains the current time of day, phase, and hex coordinates of the Hot Spot.

Stragglers: A Routed unit that suffers another Routed result loses one or more strength factors (as determined by a die roll made by the program); such units are termed “lost stragglers” in the Command Report that appears at the start of the next Player Turn.

Strength Factor: See the definition of “S#”.

Unit List: The portion of the screen display immediately below the map, listing the data pertaining to each unit in the current Hot Spot hex plus a representative drawing/portrait of the unit.

8.2 HOT KEYS

Ctrl-N: Advance to next phase

Ctrl-U: Undo last movement

Shift: Displays on the map the names of various geographical features

Esc: Cancels A/I processing while the A/I is activated and the A/I Action Dialog is on-screen

Left Arrow: Scroll map to the left

Right Arrow: Scroll map to the right

Up Arrow: Scroll map up

Down Arrow: Scroll map down

F1: Invoke general Help

F2: Invoke Scenario Notes Help

The following hot keys can be used to move units from one hex to another:

Keypad 1: Move Selected unit(s) down and left to next hex

Keypad 2: Move Selected unit(s) down to next hex

Keypad 3: Move Selected unit(s) down and right to next hex

Keypad 7: Move Selected unit(s) up and left to next hex

Keypad 8: Move Selected unit(s) up to next hex

Keypad 9: Move Selected unit(s) up and right to next hex

The following hot keys can be used to move units *within* their hex:

Keypad 0: Change Formation of Selected unit(s)

Ctrl-B or End: Move Selected unit(s) backward in hex

Ctrl-F or Home: Move Selected unit(s) forward in hex

Ctrl-L or Delete: Change Facing of Selected unit(s) one hexside counter-clockwise in hex

Ctrl-R or Page Down: Change Facing of Selected unit(s) one hexside clockwise in hex



BULOW DEBOUCHES ON PLANCHENOIS

At four o'clock the possession of La Haie-Sainte and Papelotte gave us a decided superiority, and all the chances were in our favor, but at this moment I learned that Bulow had debouched from the wood of Frichefont, and attacked Count Lobau. I now feared that Grouchy had not followed this Prussian corps, and that I should be obliged, unassisted, to fight both armies. But Bulow was unsustainable, and from my central position and the advantages already gained, I still felt confident of success, and resolved to fight them successively. Bulow had now advanced so far that his bullets reached the Charleroi road in rear of my center; it was therefore necessary to force him to retreat. Accordingly, at five o'clock, I directed against him the Young Guard under the brave Duhesme, sustained by General Morand with a part of the Old Guard, intending afterwards to fall upon Wellington with the united reserves; in the meantime Ney was merely to sustain himself in possession of La Haie-Sainte and Papelotte.



GRAND CHARGE OF THE FRENCH CAVALRY

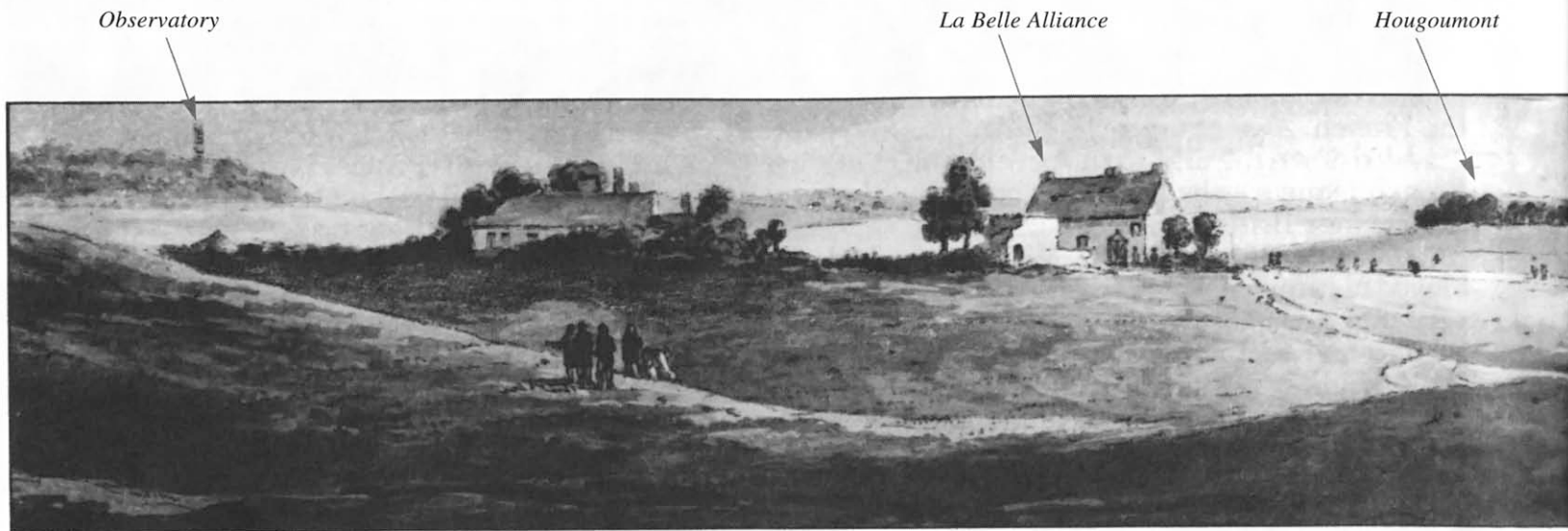
At this time, the marshal, finding himself too much isolated by the attacks of the corps of Reille about the chateau of Hougomont, urgently asked for reinforcements. Having then no infantry at my disposal, I assigned to him the cuirassiers of Milhaud. Wellington, on his side, encouraged by the attack of Bulow, and reinforced by the troops of

his extreme right, conceived the hope of regaining possession of the park of Hougomont and the farmhouse of La Haie-Sainte. For this purpose the Hanoverians were directed, at five o'clock, on the latter post, and at the same time the English under Lord Hill on the former. At this moment, Ney, whose troops were suffering terribly from the enemy's fire, seeing the light cavalry of his right forced by the English horse, sought to get possession at all hazards of the plateau of Mont Saint-Jean, and threw his brave cuirassiers on the center of the Allies. Unfortunately, his infantry was not in condition to give it more than a feeble assistance. Nevertheless, these squadrons, encountering the Hanoverians in march on La Haie-Sainte, fall upon them, saber a regiment, capture the enemy's artillery, force the German legion which had formed in square, and even charge upon others; the enemy forms his troops in squares by regiments, rescues his cannoneers and artillery horses, and, by a well-sustained fire, repels the efforts of this heroic cavalry* which, charged in its turn by the English cavalry of Lord Somerset, rallied and resumed the attack even under the fire of the enemy's line.

“These ten thousand horse cause great havoc in the enemy's line, capture sixty pieces of artillery, force two squares, and their progress is checked only by the infantry of the second line.”

This was a glorious operation, most heroically executed; but it was ill-timed; it should have been executed sooner, in concert with the first attack of Erlon, or have been deferred until the return of the Young Guard, so as to form a combined effort of the three arms united. But the plateau was crowned; and it was now necessary to sustain Ney where he was, or to allow his troops to be cut off. I therefore ordered Kellerman, after six o'clock, to advance with his cuirassiers to the left of the road to La Haie-Sainte, and to overthrow everything before him. Unfortunately, and contrary to my intention, the heavy cavalry of the Guard followed this move-

* Wellington himself assured the author, at the Congress of Vienna, that he never saw anything more admirable than the ten or twelve reiterated charges of the French cuirassiers against troops of all arms.



ment. Milhaud, seeing these reinforcements, renews his attacks. These ten thousand horse cause great havoc in the enemy's line, capture sixty pieces of artillery, force two squares, and their progress is checked only by the infantry of the second line; the combined English, Belgian, Hanoverians, and Brunswick cavalry, under Lord Uxbridge, now charge upon the French; but these rally again at a little distance, and drive back the Allies' horse upon their infantry. The repeated efforts of this cavalry are glorious beyond description, and the impassable perseverance of their adversaries is also deserving of the highest praise. But disorder now begins in the combined army, and the alarm even reaches Brussels, where we are every moment expected to appear. Bulow, attacked by Lobau, Duhesme, and a detachment of the Old Guard under Morand, is driven back on the road to Pajeau; finally, Grouchy's cannon are now beard on the Dyle, and, in spite of all the contretemps, victory seems certain. To give it the finishing stroke, I order, at half past seven, all the Guard to unite, and carry the position of Mont-Saint-Jean. This effort must certainly incline the balance most decidedly in our favor.

BLUCHER DEBOUCHES ON SMOUHEN, AND PIROH AND BULOW ON PLANCHENOIS

But this illusion was of short duration; the French cavalry had hardly rallied its victorious squadrons when new columns of the enemy were discovered from the plateau, coming from Ohain: it was Blucher himself, who had arrived with the corps of Ziethen in the direction of Papelotte. At the same time, the corps of Pirch, having debouched from Lasne, was already in action to second Bulow at Planchenois. I could not know the strength of these forces, but I feared that their arrival would snatch from me the victory. Nevertheless, I thought it possible to restore the equilibrium, and perhaps to force back the English, by refusing my right, which was now threatened by greatly superior numbers, and direct my principal efforts by my left on Hougoumont and Mont-Saint-Jean; this was a bold, and by some considered a rash measure, inasmuch as it changed my line of retreat from Charleroi to the causeway of Nivelles, and endangered my communication with Grouchy; but its character cannot be properly judged of, as circumstances at the time prevented its execution. Disorder began to reach the cavalry, and the division of Durutte was threatened by triple forces on the plateau between Smouhen and the chaussee; it



was important to sustain Erlon without even waiting the return of the Guard commanded by Morand and some other detachments. I put myself at the head of the division of Friant, which were the only troops disposable, and conducted it to La Haie-Sainte, at the same time that I ordered Reille to make a new effort in the direction of Hougomont. This attack, led on by myself, restored courage to the French cavalry and to the remains of the corps of Erlon; if the whole division of Morand had been present, there would still have been some chances of success; but, forced to keep some battalions in hand towards Belle-Alliance, I could unite only four on the summit of the plateau in advance of La-Haie-Sainte. Ney, sword in hand, led them against the enemy.

“The Prince of Orange, seeing the importance of this movement, attacked them lively at the head of a regiment of Nassau.”

WELLINGTON'S DISPOSITIONS

In the meantime Wellington, certain of the near approach of Blucher on his left, thought to regain the park of Hougomont and La-Haie-Sainte; he threw the division of Brunswick and a Belgian brigade on the latter of these points at the moment that the few heroes of the guard charged bayonet upon the line of Anglo-Hanoverians. The Prince of Orange, seeing the importance of this movement, attacked them lively at the head of a regiment of Nassau, while the division of Brunswick attacked them on the other side; but the prince fell from a shot, while showing his men the road to victory. The brave soldiers of the Old Guard at first sustained the shock, but being unsupported in the midst of enemies who had just been reinforced by the Belgian brigade de-chasse, and exposed on all sides to a murderous fire, they fell back to the foot of the plateau which already had cost so much blood. In the meantime I succeeded in uniting six other battalions of the Old Guard which had been detached to different points, and I was making dispositions to second the efforts on Mont-Saint-Jean, when the disorder which began to show itself on the right of the corps of Erlon compelled me to form these battalions in squares to the right of La-Haie-Sainte.



DEFEAT OF THE FRENCH RIGHT

While these things were passing on the front of the French army, between the hours of eight and nine, the Young Guard and Lobau were fighting with rare bravery against the continually increasing forces of the Prussians. Seconded by the arrival of the corps of Pirch, Bulow succeeded in driving back these brave men, who had been weakened by the withdrawal of the Old Guard, and were now overpowered by the double opposition of Blucher and Ziethen on their left flank. On the arrival of the latter, the cavalry of Wellington's left wing (brigades of Vivian and Vandeleur), which had suffered least during the combat, flew to the center to second his efforts there. Ziethen, who had debouched at eight o'clock at the summit of the angle formed by the French line toward Frichemont, easily crushed Durutte, at the same time that he turned the left of the crotchet formed by Lobau and the Young Guard. Pirch turned Planchenois and Bulow attacked it in front. All this part of the imperial army, broken and pierced by forces quadruple their own numbers, took refuge in flight. Duhesme and Barois were severely wounded; Lobau was taken prisoner in the act of rallying his soldiers; Pelet forced his way with a handful of brave men which he drew about him. The heroic defense of these twelve or fifteen thousand French, against sixty thousand Prussians, who were favored by the nature of the ground, has drawn a tribute of admiration even from their enemies.

LAST EFFORTS AND ROUT OF THE FRENCH

Wellington, seeing that the attack of Blucher is giving the decisive blow, collects his best troops, regains the park of Hougomont, and, at about nine o'clock, falls upon the Old Guard with an overwhelming superiority. The combat is most furious; General Friant and Michel are severely wounded; the remnant of the cuirassiers and the cavalry of the Guard do wonders; but all is in vain. Assailed by sixty thousand Prussians assembled on the left of Wellington, the entire French right is driven back in disorder on La-Belle-Alliance: the Guard is obliged to fight both to the front and rear; the cavalry of Wellington profits by this disorder and charges between the corps of Reille and the Guard, which is formed in squares, at the same time that Blucher takes the line in reverse. These masses render it impossible to rally the troops of Count d'Erlon and Reille. The Prussian artillery have so far advanced as to reach with their fire the chausses to Charleroi far in rear of the line; this contributes not a little to the disorder, and the darkness of the night finishes our overthrow. Infantry, cavalry, and artillery take, pell-mell, the road to Genappe, some even seeking to gain the road to Nivelles, that to Charleroi now being occupied. I remain with a few brave men under Cambronne, on a piece of rising ground, endeavoring to stem the torrent of the enemy, and at last am obliged to effect my retreat across the fields, accompanied only by my staff, not having left even a battalion with which to check the enemy.

B



Recording Battles

The Record Battle feature of the **Special** pop-down menu allows you to record a scenario as you play it. You can then “replay” this saved battle later by selecting **Replay** from the **File** pop-down menu (see below).

Why would you record a battle? During a hotly contested scenario, you might anticipate that the next few turns will decide the winner. You may want to keep a record of this and show it to someone later, or (for your own satisfaction) review the moves you made to help improve your strategy for future scenarios.

You can record just a few turns of a battle, or an entire scenario. To record a battle,

1. Select **Record Battle** from the **Special** pop-down menu. Doing so places a check mark (✓) next to the feature. Immediately, a file window will appear allowing you to name this file (or accept the default filename).
2. After naming the file, select OK to return to the game. From this point forward, all scenario turns you play will be saved into this file.

You cannot record modem play or PBEM battles.

Note: The Record Battle feature is a toggle. At anytime during play, you can select the feature again to turn it off. Anytime you start recording, it will overwrite any existing file of the same name.

Replaying a Recorded Battle

When you want to view the turns of a recorded battle, simply select **Replay** from the **File** pop-down menu and the recorded turns will automatically replay.

To halt the replay, press the **Esc** key. To resume the replay again, select **Restart Replay** from the **Special** menu, and the recorded battle will resume where it left off.

NOTE: When you replay a battle that has been recorded with Fog of War in effect, the replay is from the perspective of the *other* side.

EX: If you replay a battle that you played vs the computer, the replay will be from the perspective of the computer (not your perspective). This means you'll see what the computer saw.

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