Waterloo 20 Exclusive Rules

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[0.0] Exclusive Rules

This is the Exclusive Rules book for *Waterloo 20: Napolean's Last Campaign*. This game also uses the *Napoleonic 20* Standard Rules. When combined, these two documents form the entirety of the rules needed to play these games.

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

Waterloo 20: Napoleon's Last Campaign

[1.0] Introduction

Waterloo 20 is a game based on the Waterloo campaign of 15-18 June 1815. One player commands the French army, taking the role of the returning Emperor Napoleon. The other player, known as the **Allied Player**, commands the Anti-French side. He assumes both the roles of **Wellington** for the *Anglo-Dutch* forces, and **Blücher** for the *Prussian* forces, respectively.

Two months after returning to France, Napoleon had an army of 280,000 men and was mobilizing half as many again for the next two months, but he was set upon by Allied coalition armies of nearly 1,000,000 soldiers who were preparing to move against France.

The British (110,000 men) and Prussians (120,000 men) were closest in Belgium, and Napoleon struck first before their numbers were combined against him. With speed and surprise, he invaded Belgium with fully 125,000 men in a bid to defeat each of these armies in turn before they could unite.

Waterloo 20 was our debut title at **Victory Point Games** and we are honored and humbled to bring you this exciting new third edition of this vaunted title that launched the *Napoleonic 20* series. Now with the map improved through new research and extended to cover operations of 15 June, and including gorgeous new v4.0 edition system upgrades, *Waterloo 20* is once again a showcase game that you'll enjoy playing with and teaching to your friends.

[2.0] Game Equipment

The Game Map: The 17" x 22" game board, when assembled, features a map portraying that part of Belgium where the campaign took place.

The Playing Pieces: The blue units are **French**. The red units are **Anglo-Dutch** and the black units are **Prussian**.

Unit Abbreviations:

Adv. Guard = Advance Guard (cavalry)

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

Series Developer: Lance McMillan

[3.0] SETTING UP THE GAME

After sides have been determined, set up as follows:

- Place the Game Turn marker on the **June 16 Afternoon** (Turn **9**) space showing its French side.

- Place the **French Morale** marker on the "**8**" space and the **Allied Morale** marker on the "**7**" space of the Morale track.

- As per the Standard Rules 3.0 (Preparing the Cards), use the *Waterloo 20* cards to form the initial Draw Pile; set up the red-titled Event card (*#12: A Change in the Weather*) face up in the Discard Pile and use the remainder to form the initial Draw Pile. **Optionally**, you can set up the *Napoleonic 20* Event card (*#13, Just Like the Old Days*) in the Discard Pile (as if it were a red-titled card).

- If using Variable Weather (see Rule [16.10]), place the **Weather** marker in the **Cloudy** box of the Weather Track, with its **Worsening Weather** side showing.

FRENCH DEPLOYMENT

The **French** player sets up these units on the map:

0504 *1e: D'ERLON (3-2)*	0707 *3e: VANDAMME (3-2)*
0703 *III: KELLERMANN (2-3)*	0610 *II: EXELMANS (1-3)*
0507 *GARDE (3-2)*	0709 *4e: GERARD (2-2)*
0704 *2e: REILLE (4-2)*	0611 *I: PAJOL (1-3)*
+ *NEY (0-5)*	0205 *CADRE (1-2) **
0608 *IV: MILHAUD (1-3)*	0406 *RESERVE ARTILLERY (2-2)*
+ *NAPOLEON (3-5)*	** This represents LOBAU's 6e Corps*

FRENCH FORCE POOL

Set aside the four **French** *CADRE* and two **French** *DUMMY* units. The *NAPOLEON (2-5)* and *GROUCHY (1/0-5)* Leader units are also set aside, if using the Optional Leader Rule [16.9].
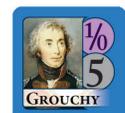
ANGLO-DUTCH DEPLOYMENT

The **Anti-French** player sets up these units on the map:

1005 *I: ORANGE (4-2)*	1203 *COLLAERT (1-3)*
+ *WELLINGTON (3-5)*	1304 *RESERVE (3-2)*

ANGLO DUTCH REINFORCEMENTS

The **Anti-French** player sets up these units on the Game Turn track:

Turn 9:	Turn 10:
UXBRIDGE (2-3); Area X	*II: HILL (3-2); Area X*

ANGLO-DUTCH FORCE POOL

Set aside the three **Anglo-Dutch** *CADRE* and two **Anglo-Dutch** *DUMMY* units. The **III: FREDERICK** (2-2) unit is also set aside; it might arrive as a reinforcement via Event cards.

Remove these variant units unless using Rules 17.4.1 and/or 17.4.2

PRUSSIAN DEPLOYMENT

The **Anti-French player** sets up these units on the map:

0808 *I: ZIETEN (3-2)* *+ the Good Ground (Artillery Immune)* *marker*	0909 *RESERVE: VON HOBE (1-3)*
	0910 *III: THIELMANN (2-2)*
0809 *II: PIRCH (3-2) + BLÜCHER (2-5)*	

PRUSSIAN REINFORCEMENTS

The **Anti-French** player sets up these units on the Game Turn track:

Turn 10:

IV: BÜLOW (3-2); Area Y

PRUSSIAN FORCE POOL

Set aside the three **Prussian** *CADRE* and two **Prussian** *DUMMY* units. The **Roeder** (**1-3**) unit begins this scenario already **Broken** from fighting along the Sambre River the day before; it can be **Rallied** normally (see [10.0]).

Set the **Mud** marker aside; it is only used with the Variable Weather Rule (see Rule [16.10]).

[4.0] SEQUENCE OF PLAY

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

[5.0] RANDOM EVENTS

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

[5.1] DAMNED GOOD GROUND

When the **Allied** player draws this event, he may place the **Good Ground** marker on any Allied (Anglo-Dutch *or* Prussian) unit at the **end** of his Movement Phase that turn. When placed, one side or the other must be selected and is shown face up to be in effect:

- Showing its "**+1 Terrain Defense**" side, this marker adds **one** (**+1**) point to the **defender**'s Combat Strength in battle. Contrary to the limitations of Rule [9.4.1], this bonus *is* **cumulative** with any other defensive bonus provided by one other terrain effect.

- Showing its "**Artillery Immune**" side, the French Artillery unit does **not** receive its usual double Combat Strength bonus (see [9.3]) when it attacks an Allied unit stacked with this marker. *It attacks as a 2-strength unit instead.*

The **Good Ground** marker remains stacked with that unit until it leaves that hex for *any* reason, at which time this marker is removed from the map. It can re-enter play, or even be moved (if desired), if the **Allied** player subsequently draws this event again. *Another unit **cannot** take possession of that hex during play and use this marker.*

[5.2] WEATHER

When **not** using the Optional Variable Weather (see Rule [16.10], below), the Game Turn track shows different types of weather and ground conditions as shown by this Weather Key:

Clear [⛅]

Cloudy [☁]

Showers [🌧]

Downpour [🌧]

Storm [⛈]

Mud [🟤]

[5.2.1] WEATHER EFFECTS:

- If the weather is Clear [⛅] or Cloudy [☁], there is no effect.
- If the weather is Showers [🌧], decrease all **Infantry** Combat Strengths by **one (-1)**.
- If the weather is Downpour [🌧], apply all of these effects:
    - Decrease the Movement Allowance of *all* units by **one (-1)**.
    - Units receive **no** increase to their Movement Allowance for moving along Roads [6.6]. However, units *can* still Force March [12.2.1].
    - Treat *Minor* **River** hexsides as *Major* **River** hexsides [7.1].
    - Decrease all **Infantry** unit Combat Strengths by **one (-1)**.
    - The French **Artillery** unit does *not* double its Combat Strength when attacking [9.3].
- If the ground conditions are Mud [🟤], apply all of these effects:
    - Decrease the Movement Allowance of *all* units by **one (-1)**.
    - The French **Artillery** unit does *not* double its Combat Strength when attacking [9.3].

Reminder: Units can always **move one hex**, even when they do not have enough Movement Points to do so (as per [6.2]). *This means that even when a unit's Movement Allowance is reduced to zero through a combination of night, weather, and/or card effects, it can always move a single hex under the regular Movement Rules.*

[9.0] COMBAT

[9.7.7] RETREAT DIRECTION PRIORITY:

- **French** units must retreat towards one of the **French** LOC hexes located on the **south** map edges (*hexes 0105* and *0106*).
- **Anglo-Dutch** units must retreat towards the **Anglo-Dutch** LOC hexes, located on the **north** map edge (*hexes 2502* and *2505*).
- **Prussian** units must retreat towards the **Prussian** LOC hexes, located on the north and **east** map edges (*hexes 0812* and *2512*).

Dusk
16

Evening
17

Night
18

1011

1012
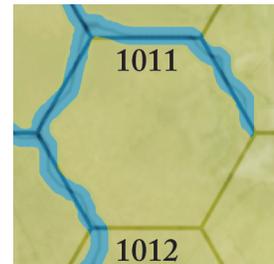
[11.0] Reinforcements

[11.6] Unit Arrival Locations:

- **French** reinforcements enter play via Entry Area **A** along the southern map edge.
- **Prussian** reinforcements enter play via Entry Area **Y** along the northeast map corner.
- **Anglo-Dutch** reinforcements enter play via Entry Area **X** along the west map edge.

Frederick's **III Corps** must arrive via the **Road** hex at *2001* only; if that hex is occupied by an enemy unit at that time, **III Corps** does **not** enter play on that turn. Instead, it must keep rolling for another entry turn when, hopefully, *2001* is **not** enemy occupied.

[12.0] Army Morale

[12.2.1] Forced Marching

The **Allied** player must pay to Force March each of the two Allied armies *separately* (i.e., either all of the **Anglo-Dutch** units or all of the **Prussian** units). By expending *two* Morale Points, all Allied units from *both* armies increase their Movement Allowance by **one** (**+1**) that turn.

[12.2.2] To Rally

Similarly, the **Allied** player must pay to Rally each of the two Allied armies *separately* (i.e., either all of the **Anglo-Dutch** units or all of the **Prussian** units). By expending *two* Morale Points, all Allied units from *both* armies increase their Rally die rolls by **one** (**+1**) that turn.

[14.0] Night Turns

French Objective Hexes: **Quatre Bras** (*hex 1104*) and **Sombreff** (*hex 0809*).

Allied Objective Hexes: **Waterloo** (*hex 2102*), and **Wavre** (*hex 2109*).

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

[16.0] Optional Rules

[16.9] Grouchy
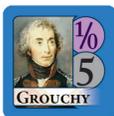
The French leader *GROUCHY* has a Command Span of **1** when providing command to Cavalry units, but can only provide command to Infantry or Artillery units which are in the same hex he is in.

[16.9.8] French Wing Commanders

The French side begins the game with different combinations of **Leader** units in play, one of whom is always *NAPOLEON*.

At the conclusion of his Player Turn, the **French** player may put the third **French Leader** unit into play by *replacing* the *NAPOLEON (3-5)* unit with its (**2-5**) version and the third **Leader** unit in the same hex as *NAPOLEON*.

Conversely, at the conclusion of his Player Turn, if the *NAPOLEON* **Leader** unit is stacked with either of the other **French Leader** units, the French player may remove both of them from the map and replace them with the single *NAPOLEON (3-5)* **Leader** unit. The **French** Player can repeat this process of creating and/or absorbing these French Wing Commanders any number of times during the game.

[16.10] Variable Weather

Instead of using the historical weather conditions printed on the Game Turn track (see [5.2]), players can agree to randomly determine the weather each turn:

Procedure

During the **French Event Phase** (only), *after* performing that turn's Event card, the **French** Player rolls a die to **check the Weather**, comparing the result with the **Weather Trend** marker and then adjusting its position on the Weather Track accordingly.

- The **Allied** player *never* rolls for weather.
- The weather can never improve to better than **Clear**, nor get worse than **Downpour**.

[16.10.1] Weather Trends

The Weather marker has two sides ("**Improving**" and "**Worsening**"). Flip it over whenever Event card *#12 A Change in the Weather* is drawn. When rolling for weather, apply the following results:

- If the **Weather** marker is showing its **Improving** side:

  ⚀ = move this marker **one** space *left* on the track (e.g., worsening from Cloudy to Showers);

  ⚁, ⚂, or ⚃ = No effect, the weather remains unchanged;

  ⚄ = move it **one** space *right* on the track (e.g., improving from Showers to Cloudy);

  ⚅ = move it two spaces **right** on the track (e.g., improving from Showers to Clear).

- If the **Weather** marker is showing its **Worsening** side:

  ⚀ = move this marker two spaces *left* on the track (e.g., worsening from Clear to Showers);

  ⚁ = move this marker **one** space *left* on the track (e.g., worsening from Clear to Cloudy);

  ⚂, ⚃, or ⚄ = No effect, the weather remains unchanged;

  ⚅ = move it **one** space *right* on the track (e.g., improving from Showers to Cloudy).

[16.10.2] Storms and Mud

If the weather worsens to **Storm** (⛈), the Weather marker does not remain in that box. Instead, place the **Mud** marker *one turn ahead* on the Game Turn track and then move the **Weather** marker one space **down** on the track back to **Downpour** (🌧). If the **Mud** marker is *already* on the Game Turn track when a **Downpour** or **Storm** occurs, advance it ahead **one** turn.

The Weather marker **never** remains in the Storm box and there are no special "Storm" effects. The *sole* purpose of Storms is to place (or move) the **Mud** marker on the Game Turn track.

Mud Duration: Once the Game Turn marker reaches the **Mud** marker, remove that marker from the Turn Track and *immediately* end its effects (*see below*).

Mud Effects: While the **Mud** marker (🟤) is on the Game Turn track:

- If the actual weather is **Downpour** [🌧], then apply Downpour weather effects only [5.2.1].
- If the actual weather is **Showers** [🌦], then the effects of Mud and Showers are combined. That is:
  - **Infantry** Combat Strengths are reduced by **one** (-1; *from the Showers*)
  - *All* units' Movement Allowances are reduced by **one** (-1; *from the Mud*), and
  - The **Artillery** is not doubled when attacking (*from the Mud*).

Weather Example: On a **Morning** turn, the French player's weather roll is **Storm**:

- The **Weather** marker itself is lowered to the **Downpour** box.
- The **Mud** marker is placed **one** turn ahead on the Game Turn track (to the **Midday** turn).
- **Mud** conditions are now in effect (*which, in this case, is the same as the Downpour effects*).

The *next* turn (**Midday**), there is no change in the weather (leaving the **Weather** marker in the **Downpour** box):

- The **Mud** marker is advanced **one** turn ahead on the Game Turn track (to the **Afternoon** turn).
- **Mud** conditions continue (*which are the same as the Downpour effects*).

On the following (**Afternoon**) turn, the weather improves to **Showers**:

- The **Mud** marker remains in place and is removed at the end of the current Game Turn, ending its effects *next* turn (*subject to worsening weather again, of course*).
- **Mud** conditions continue (*which, in this case, are combined with Shower effects*).

If the weather then improved to **Cloudy** from there, no weather effects would be in force at all.

- If the actual weather is **Clear** [⬜] or **Cloudy** [☁], Infantry unit Combat Strengths are not reduced by **one** (-1) from the Mud! *Their powder is dry; only actual rainfall (Showers or Downpour) reduces Infantry Combat Strengths.*

Only **Downpour** or **Mud** prevents the doubling of the Artillery unit's Attack Strength.

[17.0] ADDITIONAL SCENARIOS

[17.1] THE EXTENDED CAMPAIGN SCENARIO

This scenario commences play one day earlier with the French crossing the Sambre River.

IMPORTANT: When playing this scenario, Optional rule [16.6] (Unit Breakdown and Buildup) must be used.

[3.0] SETTING UP THE GAME

After sides have been determined, set up as follows:

- Place the Game Turn marker on the **June 15 Morning** (Turn **1**) space showing its French side.

- Place the **French Morale** marker on the **"7"** space of the Morale track. Place the **Allied Morale** marker on the **"8"** space of the Morale track.

- As per the Standard Rules 3.0 (Preparing the Cards), use the *Waterloo 20* cards to form the initial Draw Pile; set up the red-titled Event card *(#12: A Change in the Weather)* and the blue-titled Event card *(#11: Frederick's Corps)* face up in the Discard Pile, and place the green-titled Event card *(#10: "Now's Your Time!")* so that it is at the top of the Draw Pile (so that Card #10 will always be the first card drawn in the game). **Optionally**, you can set up the *Napoleonic 20* Event card *(#13, Just Like the Old Days)* in the Discard Pile (*as if it were a* **red-titled** *card*)

- If using Variable Weather (see Rule [16.10]), place the **Weather** marker in the **Cloudy** box of the Weather Track, with its **Improving Weather** side showing.

GAME TURN

"NOW'S YOUR TIME!"

You may choose **one** of your units currently

FREDERICK'S CORPS

Each Allied Movement phase, roll a die: ▦▦ = Place

Waterloo 20   12

A CHANGE IN WEATHER

Napoleonic 20   13

JUST LIKE THE OLD DAYS

Roll a die:

Series Developer: Lance McMillan
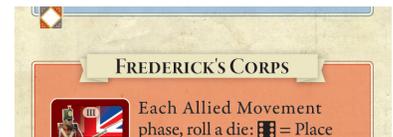
FRENCH DEPLOYMENT

No **French** units set up on the map.

FRENCH REINFORCEMENTS

The **French** player sets up these units on the Game Turn track; all of them arrive at Area **A**:

Turn 1:	Turn 5:
2ᵉ: REILLE (4-2)	*4ᵉ: GERARD (2-2)*
1ᵉC: PAJOL (1-3)	*4ᵉC: MILHAUD (1-3)*
Turn 2:	**Turn 6:**
GARDE (3-2)	*RES. ARTILLERY (2-2) + NEY (0-5)*
2ᵉC: EXELMANS (1-3);	**Turn 7:**
GROUCHY (1/0-5) + NAPOLEON (2-5) *	*CADRE (1-2)**
Turn 3:	**French player's discretion to alternately have these Leaders enter play combined as the 3-5 version of NAPOLEON [16.9.8].*
3ᵉC: KELLERMANN (2-3)	
Turn 4:	*** This represents LOBAU's 6ᵉ Corps*
1ᵉ: D'ERLON (3-2); 3ᵉ: VANDAMME (3-2)	

FRENCH FORCE POOL

Set aside the three **French** *CADRE* and two **French** *DUMMY* units.

ANGLO-DUTCH DEPLOYMENT

The **Anti-French** player sets up these units on the map:

1201 *CADRE (1-2)**

ANGLO-DUTCH REINFORCEMENTS

The **Anti-French** player sets up these units on the Game Turn track:

Turn 3:	Turn 8:
CADRE (1-2)*; Area X	*COLLAERT (1-3); Area X*
Turn 5:	**Turn 9:**
RESERVE (3-2) + WELLINGTON (3-5); Area X	*UXBRIDGE (2-3); Area X*
	Turn 10:
	II: HILL (3-2); Area X

ANGLO-DUTCH FORCE POOL

These two **Cadre units represent detached elements of the **I: PRINCE OF ORANGE** (4-2) unit; they can be combined into that unit normally in accordance with rule [16.6.2] including gaining one Morale Point.*

Set aside the two **Anglo-Dutch** *CADRES* and two **Anglo-Dutch** *DUMMY* units. The **III: FREDERICK** (2-2) unit is also set aside; it might arrive as a reinforcement via Event cards.

Remove these variant units unless using Rules 17.4.1 and/or 17.4.2

PRUSSIAN DEPLOYMENT

The **Anti-French** player sets up these units on the map:

0203 *CADRE (1-2)***	***These two Cadre units represent detached elements of the I: ZIETEN (3-2) corps; they can be combined into that unit normally in accordance with rule [16.6.2] including gaining one Morale Point.*
0205 *CADRE (1-2)***	
0206 *ROEDER (1-3)*	

PRUSSIAN REINFORCEMENTS

The **Anti-French** player sets up these units on the Game Turn track:

Turn 4:	Turn 7:
II: PIRCH (3-2) + BLÜCHER (2-5)*; Area Z*	*III: THIELMANN (2-2); Area Z*
Turn 6:	**Turn 10:**
RESERVE: VON HOBE (1-3); Area Z	*IV: BÜLOW (3-2); Area Y*

PRUSSIAN FORCE POOL

Set aside two **Prussian** *CADRES* and two **Prussian** *DUMMY* units.

Set the **Mud** marker aside; it is only used with the Variable Weather Rule (see Rule [16.10]).

SPECIAL RULE (for **Extended Campaign** scenarios only):

At the start of the game, two Allied units (the Prussian **ZIETEN** corps and the Anglo-Dutch **ORANGE** corps) begin play already broken down into Cadres. The two Prussian Cadres comprising Zieten's corps are already deployed on the map at game start; one of the Anglo-Dutch Cadres comprising Orange's corps also begins already on the map, while the other Anglo-Dutch enters play as a reinforcement on Turn 4.

Under normal circumstances, the loss of one of these Cadres would prevent the Allied player from rebuilding the associated parent unit. However, in this scenario the Allied player still has the possibility of rebuilding the parent unit by employing the following:

PROCEDURE

- If one of his Cadres is Broken during the course of play, on any future Turn the Allied player may choose to *voluntarily* eliminate a Cadre of the same national group (Prussian or Anglo-Dutch) in order to place the associated Infantry unit which began the game in a "broken down" condition into his Broken Units pile so that it can then be Rallied normally [10.0].

- The Cadre being eliminated cannot be adjacent to or within two hexes of an enemy unit when it is removed from the map.

- The Cadre must be removed from play at the **start** of the Allied Player Turn (*before* the Allied Player's Random Events Phase) of a Daylight (non-Night) Turn.

- The Infantry unit which is placed in the Broken Units pile must be of the same nationality (Prussian or Anglo-Dutch) as the Cadre which is removed.

[4.0] SEQUENCE OF PLAY

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

[5.0] RANDOM EVENTS

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

SCENARIO VARIANTS

[17.1.1] Crossing the Sambre River: The French movements on the 15th were adversely impacted by poor staff work and the defection of some key officers. The resulting confusion allowed the Prussians to fall back in good order. This variant allows the **French** player more flexibility in arranging the arrival of his forces, but at the risk of having things unravel even worse than they did historically.

Set Up Procedure: After sides have been determined, and the Allied units have been set up as indicated above, the **French** player secretly arranges all his units face down on the Game Turn track, thus "scheduling their arrival," subject to the following constraints:

A. No more than **three** units can be scheduled to arrive on a single Game Turn, and no more than **two** of those units can be Infantry units.

B. The four **Cavalry** units must be scheduled to arrive *before* the **Artillery** unit; note that the **Artillery** *can* arrive on the same turn that the last **Cavalry** unit is scheduled to arrive.

C. The **Imperial Guard** unit cannot be scheduled to arrive on Game Turn **1**.

D. If using the **Optional Leader** Rule [16.9], the following special restrictions apply:

- No **Leaders** may enter play on Turn 1.

- Leader units do not count towards the maximum limit of three units per turn and do not affect the arrival die roll (they arrive automatically).

- The *NAPOLEON* Leader *must* be scheduled to arrive on the same turn as the **Imperial Guard** unit.

- The *NEY* Leader *cannot* arrive before Turn 6 (i.e., the first Night Game Turn).

Exclusive Rules 11-16 are the same as the Standard Scenario.

Note that in order to enjoy the benefits of his favorable die roll modifier to the French Arrival Table (see below), the French player can always voluntarily delay the entry of the Napoleon Leader unit.

Arrival Procedure: If there are any **French** units scheduled to arrive that turn as reinforcements, the **French** player should decide whether a **Forced March** will be conducted that turn and then rolls a die, consulting the **French Arrival Table**.

Extended Campaign Game French Arrival Table

Modified Die Roll	Result
0 or less	All French units that turn are Delayed.
1	One French unit (Allied player's choice) arrives; all other French units that turn are Delayed.
2	One French unit (French player's choice) arrives; all other French units that turn are Delayed.
3 or 4	Two French units (Allied player's choice) arrive; all other French units that turn are Delayed.
5	Two French units (French player's choice) arrive; all other French units that turn are Delayed.
6	All French units that turn arrive.
7 or more	All French units arrive that turn; the French player can also choose one additional unit from the next turn's scheduled reinforcements to arrive this turn.

*Move **Delayed** units ahead to the next turn on the Game Turn track where they try again to enter on that turn.*

PLAYER'S NOTE:

As individual units are Delayed, they generate adverse modifiers to the arrival rolls for next turn's units, and this can produce a cascading effect of further Delays on future turns.

The French player may want to draw out his reinforcement plans so as to lessen the chances of a poor arrival die roll causing a catastrophic traffic jam.

Die Roll Modifiers:

-1 For each non-**Leader** unit scheduled to arrive that turn as a reinforcement.

+1 If the **French** player **Forced March** this turn.

+1 If the NAPOLEON **Leader** unit has not yet arrived on the map; *only when using the Optional Leader Rule, [16.9].*

+1 If the **Berthier is Back!** variant [17.1.2] is being used.

[17.1.2] Berthier is Back! NAPOLEON's vaunted Chief-of-Staff returns for this final campaign! This variant can work with any scenario.

A fortnight before the Waterloo campaign began, Marshal Berthier, Napoleon's long-time Chief-of-Staff, died after falling from an upstairs window under mysterious circumstances. His replacement, Marshal Soult, did not perform well in the position.

This variant allows you to experiment with an intriguing what-if: what if "Napoleon's wife" had not met his untimely end and was there alongside the Emperor during these fateful days?

- Apply a **+1 die roll modifier** to the **French Arrival Table** when rolling for reinforcements.

- When using the **Optional Leader** Rule, ignore the provisions of [16.9.8], **French Wing Commanders.** The **3**-rated version of the NAPOLEON **Leader** unit is *always* used. The NEY and GROUCHY subordinate commanders do not need to be "merged" with the NAPOLEON **Leader** unit to do this.

[17.1.3] Look Out Bülow! Instead of placing **IV: BÜLOW** (3-2) on Turn **10** of the Game Turn track as a scheduled reinforcement, set it up on Turn **6** (i.e., the Morning Turn of 16 June).

Beginning on that turn, roll for its arrival: ⚃ = it arrives via Entry Area **Y**; on any other result, move it one turn ahead on the Game Turn track and roll for it again on that turn.

This unit's arrival die roll is modified by **+1** on any turn that the **Prussian** army conducts a Forced March.

[17.2] The Opening Battles Scenario

Set up the Extended Campaign Game and feel free to use any of its variants.

HOW TO WIN THE OPENING BATTLES SCENARIO

The game ends on Turn **12** (*i.e., at the end of the second Night Turn*).

If neither side wins a **Decisive Victory** based upon Morale Values in the usual manner, then the following Victory Conditions apply at the end of the game:

- The *only* way for the **French** player to win a **Decisive Victory** is to reduce the **Anti-French** side's Morale level to zero.

- The **French** player wins a **Marginal Victory** if *both* **French Objective** hexes (**Quatre Bras**; *hex 1104*, and **Sombreffe**; *hex 0809*) are **not** occupied by **Anti-French** units *and* **French** morale exceeds **Anti-French** morale.

- The **Anti-French** player wins a **Marginal Victory** if *one* **French Objective** hex (**Quatre Bras** or **Sombreffe**) is occupied by an **Anti-French unit** and **Anti-French** morale exceeds **French** morale.

- The **Anti-French** player wins a **Decisive Victory** either by reducing the **French** side's Morale level to zero **-or-** if *both* **French Objective** hexes (**Quatre Bras**; *hex 1104*, and **Sombreffe**; *hex 0809*) are occupied by **Anti-French** units (regardless of which side has higher morale).

- A **Draw Occurs** with any other result (either *both* **French Objective** hexes **not** being occupied by **Anti-French** units *but* **Anti-French** morale exceeding French morale **-or-** *one* **French Objective** hex (**Quatre Bras** or **Sombreffe**) is occupied by an **Anti-French** unit *and* **French** morale exceeds **Anti-French** morale). *This was the historical outcome.*

[17.3] The Closing Battles Scenario

For players desiring a shorter game focusing on the climactic double battles on the final day of this campaign (**Waterloo** and **Wavre**), after determining sides, use the following set up instructions:

- Place the Game Turn marker on the **June 18 Morning** (Turn **16**) space showing its French side.
- Place the **French Morale** marker on the "7" space and the **Allied Morale** marker on the "6" space of the Morale track.
- As per the Standard Rules 3.0 (Preparing the Cards), use the *Waterloo 20* cards to form the initial Draw Pile; set up the red-titled Event card *(#12: A Change in the Weather)* face up in the Discard Pile and use the remainder to form the initial Draw Pile. **Optionally**, you can set up the *Napoleonic 20* Event card *(#13: Just Like the Old Days)* in the Discard Pile (*as if it were a red-titled* card).

And see the Historical Events Variant that follows.

- The first turn of this scenario is automatically a **Mud** turn (see Rule [5.2.1]).
- If using Variable Weather (see Rule [16.10]), place the **Weather** marker in the **Cloudy** box of the Weather Track, with its **Improving Weather** side showing.

FRENCH DEPLOYMENT

The **French** player sets up these units on the map:

1603 III: KELLERMANN (2-3)	1703 CADRE (1-2) *
1604 GARDE (3-2) + NAPOLEON (3-5)	1805 Iᵉ: D'ERLON (3-2)
1611 4ᵉ: GERARD (2-2)	1810 3ᵉ: VANDAMME (3-2) + GROUCHY (1/0-5)
1704 RESERVE ART. (2-2)	1909 II: EXELMANS (1-3)
1702 2ᵉ: REILLE (3-2)	1911 I: PAJOL (1-3)
1705 IV: MILHAUD (1-3)	* This represents LOBAU's 6ᵉ Corps

FRENCH FORCE POOL

Set aside the four **French** *CADRE* and two **French** *DUMMY* units. The NAPOLEON (2-5) and NEY (0-5) Leader units are also set aside, if using the **Optional Leader** Rule [16.9].

ANGLO-DUTCH DEPLOYMENT

The **Anti-French** player sets up these units on the map:

1902 I: ORANGE (4-2) + the Good Ground marker (showing either side)	2001 COLLAERT (1-3)
	2002 II: HILL (3-2)
1903 RESERVE (3-2)	2003 UXBRIDGE (2-3) + WELLINGTON (3-5)

ANGLO-DUTCH FORCE POOL

Set aside the three **Anglo-Dutch** *CADRE* and two **Anglo-Dutch** *DUMMY* units. The **III: FREDERICK** (2-2) unit is also set aside; it might arrive as a reinforcement via Event cards.

Remove these variant units unless using Rules 17.4.1 and/or 17.4.2

PRUSSIAN DEPLOYMENT

The **Anti-French** player sets up these units on the map:

2009 IV: BÜLOW (3-2)	*2209 CADRE (1-2)[1]*
2108 RESERVE: VON HOBE (1-3)	*2210 CADRE (1-2)[2]*
2109 III: THIELMANN (2-2) + *BLÜCHER* (2-5)	

PRUSSIAN FORCE POOL

Set aside the one **Prussian** *CADRE* and two **Prussian** *DUMMY* units. Also set aside the **Roeder** unit; it is Broken and can be Rallied normally.

1 = This is the remnant [16.5.1] of the II: PIRCH (**3-2**) unit

2 = This is the remnant [16.5.1] of the I: ZIETEN (**3-2**) unit

[17.3.1] HISTORICAL EVENTS VARIANT

For a more scripted version of the **Closing Battles** scenario, sort the Event cards and arrange the deck so that they are drawn in the following order:

Time	Player Turn	Event
Morning	French	#01 **Imperial Indecision**
Morning	Allied	#02 **Rally on Old Forwards!**
Mid-day	French	#03 **Intelligence Gathering**
Mid-day	Allied	#04 **"Steady, Lads!"**
Afternoon	French	#05 **Napoleon's Illness**
Afternoon	Allied	#06 **Rally on Old Nosey!**
Dusk	French	#07 **Michel Ney**
Dusk	Allied	#08 **March to the Guns**
Evening	French	#09 *"Sacrebleu!"*
Evening	Allied	#10 **"Now's Your Time!"**
Night	French	#11 **"Never Interrupt Your Enemy…"**
		Reshuffle the cards.
Night	Allied	#?? *Draw the next Event card*

[17.4] Additional Forces (Game Balance Options)

For players wishing to either explore certain "what if" historical possibilities, or to help inexperienced players when playing the French side, we offer the following options:

[17.4.1] Lobau Reinforced: In addition to all the battalions in Lobau's 6ᵉ Corps being severely under-strength, it was also completely missing two entire regiments (40ᵉ Ligne, which was still in the process of forming, and 47ᵉ Ligne, which had been sent to put down rebels in the Vendée). To get a sense of how having this unit at its assigned strength might have influenced the campaign, substitute the **2-2** rated **6ᵉ LOBAU** unit for the historical **1-2** rated **CADRE** (representing that unit) listed in the scenario set-up instructions.

Using this optional variant will tend to slightly unbalance the game in the French player's favor.

[17.4.2] Rapp's 5ᵉ Corps: General Rapp's 5ᵉ Corps was assigned to cover the frontier in Alsace. This option presumes that Rapp's corps was instead assigned to the Armée du Nord to participate in the campaign in Belgium. To use this optional variant, set up the chosen scenario normally, but reduce the French player's starting Morale level by one point (to reflect the impact of leaving the border in Alsace undefended) and include the **5ᵉ RAPP** (**2-2**) unit in the scenario set up as follows:

- For the Standard scenario:

    0305: 5ᵉ: *RAPP* (**2-2**)

- For the Extended Campaign scenario [17.1]:

    Turn 6: 5ᵉ: *RAPP* (**2-2**)

- For the Closing Battles scenario [17.3]:

    1503: 5ᵉ: *RAPP* (**2-2**)

Using this optional variant will unbalance the game in the French player's favor.

WATERLOO 20 THIRD EDITION GAME CREDITS

Game Design: Joseph Miranda

Original Game Development: Alan Emrich

Series Developer and Third Edition Development: Lance McMillan

Producer: Alan Emrich

Graphic Design: Grant Taylor, Nathan Hansen, Michelle Ball

Counter Images: Clark Miller and Richard Starke

Map Art: Tim Allen

Playtesting (les grognards): Rick Barber, Mark Beninger, Victor Bukharov, Charles Cabell, Nicholas Chartier, Michael D'Alessandro, Andreas E. Gebhardt, Jack Gill, Artem Kharinin, Patrick Luque, Hermann Luttmann, Kevin McHale, Jack McHugh, Kim Meints, David Moody, Scott Muldoon, Joe Oppenheimer, Randall Shaw, Hugh Tracy

Proofreading: Simon King, Hans Korting, Rick Partin, Leigh Toms, Karen Wolterman

Designer's Notes For Waterloo 20

By Joseph Miranda

A long time ago, in this very galaxy, Alan Emrich called and asked if I had any small wargames I might want to submit to this new company he was planning to put into motion, **Victory Point Games**. "Let me see," I replied. I had a 20-counter game on the Waterloo campaign that had appeared in *The Strategist* back in 1999. I sent in a copy to Alan and, as they say, the rest was history. My concept of a modern, miniaturized version of the old Avalon Hill game *Waterloo* from the 1960s, one that might become a new gaming "classic," has come a long way to achieving just that, thanks to the *Napoleonic 20* series that Alan put together and is today led by Lance McMillan.

The star of this series is Morale. Morale has been around in wargames in one form or another since just about forever. What I did in *Waterloo 20* was use it not only as an index of the overall status of each side's armies, but by also adding Morale Points, created a "currency" that the players can collect (during Lulls, Night turns, by breaking enemy units, and through the occasional random event), lose inadvertently (through battlefield reversal and, again, through random events), and wisely spend at critical moments.

What this did was add a level of decision-making on top of the operational level of gameplay, putting the player in the boots of Napoleon, Wellington, or Blücher. Game strategy evolved from the usual wargaming fare of scrounging up enough units to get optimal attack differentials to also agonizing over whether you wanted to gamble those crucial Morale Points to perform potentially decisive actions.

Anyway, to make a long story short, *Waterloo 20*, under Alan Emrich's genius for development, took off and then spawned an entire series of follow-up games. We are now looking at this game's official third edition. The **VPG** team has put many things in as a result of player feedback, additional development, and historical research. This is what you are currently looking at when you march on those fateful – if simulated – battlefields of June 1815.

DEVELOPER'S NOTES

By Alan Emrich

Long before Victory Point Games was a glint in my eye, Joe Miranda sent me a computer scan of a dim photocopy of a mimeographed newsletter that looked like a refugee from the wastebasket moments before a trip to the incinerator. If you tried to give a game a worse presentation, you would have been hard pressed to top my first encounter with *Waterloo 20*. I glanced at it, wished it were nicer looking and fully developed, and filed it away on my computer where it faded from memory for years...

Then, along with my students, we started up **Victory Point Games** to make small-format games, and suddenly I needed some "example" games to publish and thus demonstrate to future classes what we could do together. Finding favors with Jim Dunnigan and Christopher R. "Doc Decision" Cummins was a start, but my old amigo Joe Miranda wanted to help. Among the games he graciously submitted for consideration, none was this game!

Instead, I blew the cobwebs off my dusty memory banks and remembered that I had this old chestnut on my computer somewhere; the search was on! Finding it, then rolling my eyes at all the development work there was do, I dove in and started putting together our first **Victory Point Games** edition of *Waterloo 20*.

TURN AND TURN AGAIN

The game system (to say nothing of the first two games, *Waterloo 20* and *Jena 20*) went on to success and built the *Napoleonic 20* series that is still growing strong. We are grateful that **GMT** published a great quadrigame of these games (including the second edition of *Waterloo 20*) in its *Fading Glory* game and hoped to publish a second quadrigame (*Rising Glory*), but finding time on its crowded release schedule for a reprint of the former and publication of the latter was difficult. The publishers then agreed that these *Napoleonic 20* games should return to **VPG** where they could more quickly return to publication and into players' hands. The rules have since evolved to a v4.0 edition, the **VPG** series graphics have been greatly enhanced, and Napoleon & Co. will continue to march across our maps thanks to these paper time machines we call "wargames."

– Alan Emrich

NAPOLEONIC 20 SYSTEM DEVELOPER'S NOTES

By Lance McMillan

UNIT VALUES

At the very broad-brush scale of the *Napoleonic 20* games, the quality of a corps worth of troopers really doesn't make a whole heck of a lot of difference: with perhaps only one or two exceptions (and those based chiefly on raw numbers and not training / experience), they're all going to end up rated at "**1**" strength. However, there are other issues involved because of the game system itself. Take for example the notion of Elite troops. Thus far, we have rated only a few select formations as "Elite."

During our playtesting of *Austerlitz 20*, the question came up about giving the Austrian heavy cavalry an Elite rating. Now, arguably, they might warrant Elite status based on their training, motivation, historical performance, and so forth – but in game terms, giving them (or any cavalry unit) Elite status can create problems.

A HORSE IS A HORSE?

One of the chief in-game effects of Elite status is that you subtract **two** (**-2**) from your Rout rolls. Couple that with the fact that Cavalry does not generate a Morale Point loss unless it Retreats more hexes than its Movement Allowance (typically, a **3**), then you end up with the bizarre situation of Heavy Cavalry that is almost immune to Routing; *it becomes the supreme defensive unit in the game!*

Thus, the entire process of deciding how to rate individual units in the *Napoleonic 20* series is a very subjective process, dependent not only on historical research, but also heavily influenced by discussions among the *Napoleonic 20* team and the results of fairly extensive playtesting.

MATTERS OF SCALE VS. UNIT TYPES

We have received comments about the "feel" of having Cavalry units attacking into or defending in Town hexes, or Artillery units that can attack into cities but not support an adjacent City hex in defense [Rule 9.3] because its ZOC does not extend to an adjacent City hex. At first blush, these game mechanics raise eyebrows, but really it's all a matter of scale and perspective.

Remember, games in the *Napoleonic 20* series tend to be corps level, with hexes that are one-half to a full mile across, and turns that are roughly 4+ hours long. There's plenty of room in there for a squadron or two of Cavalry, quite likely with Horse Artillery support, to maneuver and threaten, or even drive off, a foe – also keeping in mind that many Cavalry formations had troopers equipped with carbines and trained in skirmishing tactics.

There's a great anecdote I came across in my research for the *Smolensk 20* game, where a single Russian cavalryman in a small wood held up a French regiment for several hours by taking

pot shots at them! They eventually had to bring up a battery of guns to blow the copse of trees down and take him out before the regiment could resume its advance. Those kinds of stories get lost in the background with an operational level system like this, but they're still happening "just below the radar" of these games. So, yes, Cavalry *can* (and did) attack into/out of Towns with considerable determination *at this scale*.

The Artillery units in this series are of the "grand battery" or "Artillery park" varieties – upwards of 100 guns, plus the large trains of ammunition wagons that supported them. These formations were notoriously slow, unwieldy, and occupied large sections of the line when deployed. Our feeling was that while it was certainly feasible to line up the guns in a convenient field and blast away at some building or other enemy defensive strongpoint, it was much more difficult to maneuver several batteries through an unmarked series of narrow streets and effectively deploy them to counter an emergent enemy assault. Remember, this "they can't support certain adjacent friendly units" issue only applies in situations where the Artillery and adjacent friendly unit are in adjacent Town hexes, across a River, or there is some other such obstruction between them. If you want *defensive artillery* support, keep the field artillery outside the Town (i.e., in the field).

DESIGN FOR EFFECT

We don't just count muskets and arbitrarily say, "Okay, this one's a Strength **3**" and leave it at that. We playtest it as a **3**… and as a **2** and a **4** as well; sometimes we even try it out as a **1** or a **5**! And we keep on trying until we get the in-game effect we are after. It is all an evolutionary, iterative process in our quest to get the right game effect and balance.

Could some tweed-wearing scholar take exception to the fact that we failed to address the fact that the 32nd Ligne had pewter rather than brass buttons on their facings? Sure. Is the way we do things perfect? No, our methodology is admittedly imperfect by that yardstick – but it works perfectly well for game purposes. We realize that the games we're making are fairly simple (by wargame standards), quick playing, and, above all, fun games. If you're looking for a rich, deep historical simulation that covers esoteric details like unit frontages, formations, and facing to give you a greater insight into the deeper operational mysteries of the period, this is probably the wrong series for you.

"GETTING" THE SERIES

We make *Napoleonic 20* series games to be *played*, not studied. Most take only about an hour to complete (even for utter "n00bs" who've never seen a hex-and-counter wargame before in their lives, if taught by a wargamer). With that in mind, you're just not going to get rules addressing the equestrian skills of individual cavalry squadrons with that kind of a package – at least not in any recognizable detail. Do we try to address those and similar issues? Yes, albeit in very indirect manner: in how we rate various units in comparison to one another. Thus the system is highly abstracted in order to produce a more "upper level" operational narrative.

– *Lance McMillan*

"Between the Event cards, and the rather mercurial combat resolution system, players never really know whether they're doing as well as they think they are; yet they still maintain the feeling that they're in control! It's almost as if (system designer) Joe Miranda has somehow given the players the "illusion" that they're in control and know what's going on, when in fact they do not. It's very similar to what I suspect their historical counterparts would have felt."
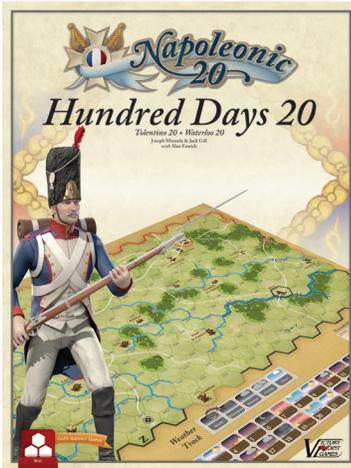
THE EVOLUTION OF THIRD EDITION WATERLOO 20

By Lance McMillan

When **VPG** made the decision to release a third "Bicentennial Edition" edition of **Waterloo 20**, I wanted it to be something more than just an upgrade of the previous releases; I wanted it to address something which most other games on this campaign have largely ignored: the activities of 15 June and the French crossing of the Sambre River. This because I believe that it was then, and not during the climactic battle on the 18th, that Napoleon actually lost his bid to retain the throne of France.

With the shift to the new v4.0 components, I hoped there might be enough room to expand the map to include the important additional terrain necessary to include in that extra day, but it took the sublime artistry of Tim Allen to realize that goal. He was able to find a way to squeeze four new hex rows onto the southern end of the map. With that done, I felt confident we could create a game that would really please our fans.

My focus with the **Opening Battles** scenario was to find a way of showing how a combination of poor French staff work (coupled with the defection of a few key officers the night before the *Armée du Nord* began its march north) and the tenacious rear-guard action of Zieten's dispersed corps managed to hold up Napoleon's advance just long enough for the Allies to concentrate their forces at Quatre Bras and Ligny on the 16th. Had that not happened, joining the Anglo-Dutch and Prussian armies to achieve a decisive victory over the French would have been a much more difficult proposition.

Early test games of this re-design's prototype revealed problems: The geography occasionally caused the flow of battle to diverge from the historical path, and the previous edition's order of battle made it tough to duplicate the first couple days' action of this campaign. Changes were needed, and for that I turned to the experts. Master cartographer Rick Barber created a version of what he believed the map should look like which I borrowed heavily from (I didn't adopt it wholesale as I was reluctant to deviate too far from Joe Miranda's original); and noted *Napoleonic* historian Jack Gill helped me restructure the order of battle to better reflect the reality of the forces which were involved in the campaign. With those changes in place, the game came together very quickly.

It's my hope that fans of the two earlier editions of *Waterloo 20* will find that this updated version is still as exciting, challenging, and balanced as Joseph Miranda's original, but will now also be able to better appreciate how the Emperor's clumsy opening moves during his final campaign were the root cause of his eventual defeat.

Series Developer: Lance McMillan

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