

Waterloo Order of Battle for Honour Games' Blücher

Most units have the characteristics set out on the Honour Games 100 Days cards. Those marked U*, however, incurred serious losses at Quatre Bras on 16 June. They now count understrength, unless already so marked. If already understrength, their élan points have been reduced by 1 instead.

All French and Allied troops are present on the field. The Prussians all arrive as reinforcements, according to procedure outlined below.

The game lasts from turn 11 to 36, with the French taking the first turn. (I chose this time in case we ever play a 'dry ground' variant in which the battle could start earlier. It also matches the late morning zone on the Gneisenau sheet. If you prefer to call the first turn 'turn 1', remember to subtract 10 from all Prussian arrival turns and to end the game at turn 26).

France

Morale level 11

Formation	Unit	Elan	Traits	Over/ under strength	Attached Artillery
Gd	1/YG Chartrand	7	Sh, St, Sk		Art
Gd	2/YG Guye	7	Sh, St, Sk		-
Gd	1/Grenadiers	8	Sh, St, Sk		-
Gd	2/Grenadiers	8	Sh, St, Sk		-
Gd	1/Chasseurs	8	Sh, St, Sk		-
Gd	2/Chasseurs	8	Sh, St, Sk	U*	-
Gd	Colbert-Cabanais	8	Sh		-
Gd	Guyot	8	Sh	O	-
Gd	Lallemand	8	Sh		-
Gd	Guard Heavy artillery	6			655433
Gd	Guard foot artillery	6			655433
Gd	Guard Horse artillery	6	M		655433
1	1/1 Quiot	6	Sk		Art
1	2/1 Bourgeois	6	Sk	U	-
1	1/2 Schmitz	6	Sk		Art
1	2/2 Aulard	6	Sk		-
1	1/3 Noguèz	6	Sk		Art
1	2/3 Grenier	6	Sk		-
1	1/4 Pégot	6	Sk		Art
1	2/4 Brie	6	Sk	U	-

1	1. Jacquinot	6			
2	1/5 Husson	6	Sk	U*	Art
2	2/5 Campi	6	Sk	U*	-
2	1/6 Bauduin	7	Sk	O	Art
2	2/6 Soyé	7	Sk	O	-
2	1/9 Gauthier	6	Sk		Art
2	2/9 Jamin	6	Sk		-
2	2. Piré	6			
6	1/19 Bellair	6	Sk		Art
6	2/19 Thevenet	6	Sk	U	-
6	20 Jeanin	6	Sk	O	Art
3	3. Domon	6			
1C	5. Subervie	6			
3C	11. L'Héritier	7	Sh		
3C	12. D'Hurbal	7	Sh		
4C	13. Watier	7	Sh		
4C	14. Deport	7	Sh		
	Heavy Artillery	5			544322
	Heavy Artillery	5			544322
	Horse Artillery	5	M		544322

Allies

Morale level 11

NB. Ignore the Corps designations on unit cards during play as these were administrative, not operational. Formations are designated as divisions and should be activated as such.

Formation	Unit	Elan	Traits	Over/ under strength	Attached Artillery
1	1/1 Maitland	6	F, St, Sh, Sk	U*	Art
1	2/1 Byng	7	F, St, Sh, Sk		Art
2	3/2 Adam	7	F, St, Sk		Art
2	1/2 du Platt	6	F, St, Sk		Art
2	3H/2 Halkett	5	C		
3	5/3 Halkett	6	F, St, Sk		Art

3	2KGL/3 Ompteda	6	F, St, Sk		Art
3	1H/3 Kielmannsegge	5	C	O	
4	4/4 Mitchell	6	F, St, Sk		Art
5	8/5 Kemp's	6	F, St, Sk		Art
5	9/5 Pack	7	F, St, Sk	U	
5	5/5 Vincke	5	C		Art
6	10/6 Lambert	6	F, St, Sk		Art
6	4/6 Best	5	C		
2N	1/2N Bijlandt	5	C	U*	Art
2N	2/2N Bernard	6	Sk	O	Art
3N	1/3N Detmers	5	C	O	Art
3N	2/3N d'Aubreme	5	C, Sk	O	Art
Na	Nassau regt Kruse	6	Sk		Art
Br	1/Br Buttlar	6	Sk	U*	Art
Br	2/Br Specht	6	Sk	U*	Art
Br	Cramm	6		U	
C	Household bde Somerset	7	Sh		
C	Union bde Ponsonby	7	Sh		
C	3 Dörnberg	6	Imp		
C	4 Vandeleur	6	Imp		
C	5 Grant	6	Imp	U	
C	6 Vivian	6	Imp		
C	7 Arenschildt	6	Imp	U	
C	Estorff	6	Imp		
N	1Hvy/N Trip	5			
N	1Lt/N Ghigny	5			
N	2Lt/N Merlin	5			
	Horse artillery	5	M		544322
	Horse artillery	5	M		544322

Prussians

Morale level 3, then 5, then 6, then 7, then 8.

The brigade designations mentioned below are not marked on the 100 Days cards. This does not affect play: I just like to know which brigades units belonged to.

Formation	Unit	Elan	Traits	Over/ under strength	Attached Artillery
	First reinforcements	Eastern table edge from Bois de Paris			
	4 Corps cavalry				
4	1 Schwerin	6			
4	2 Watzdorff	5	Imp		
4	Sydow	5	Imp		
	15 Brigade				
4	Inf Regt #18	6	M, Sk		Art
4	3rd Silesian LW	6	C	U	
4	4th Silesian LW	6	C	U	
	16 Brigade				
4	Inf Regt #15	6	M, Sk		Art
4	1st Silesian LW	6	C	U	
4	2nd Silesian LW	6	C	U	
4	Heavy Artillery	5			544322
	Second reinforcements	Eastern table edge from Bois de Paris			
	13 Brigade				
4	Inf Regt #10	6	M, Sk		Art
4	2nd Neumark LW	5	C		
4	3rd Neumark LW	5	C		
	14 Brigade				
4	Inf Regt #11	6	M, Sk		Art
4	1st Pommeranian LW	5	C		
4	2nd Pommeranian LW	5	C		
	Third reinforcements	Eastern table edge from Bois de Paris			
	2 Corps cavalry				
2	Schulenburg	5	Imp	U	
	5 Brigade				
2	Inf Regt #2	6	M, Sk		Art
2	Inf Regt #25	6	Sk		
2	5th Westphalian LW	5	C		
	Fourth reinforcements	Eastern table edge from Bois de Paris			

	6 Brigade				
2	Inf Regt #9	7	M, Sk		Art
2	Inf Regt #26	6	Sk	U	
2	1st Elbe LW	5	C		
	Fifth reinforcements	Northeast table corner on Allied left			
	1 Brigade				
1	Inf Regt #12	6	M, Sk		Art
1	Inf Regt #24	6	Sk		
1	1st Westphalian LW	5	C		
1	Treskow	6			

Prussian arrival

The Prussian 4 and 2 Corps marched to the battlefield along narrow roads, one behind another. When the first troops arrived around the village of Lasnes, just off the eastern table edge, the leading two brigades paused for their following regiments to arrive and emerged from the Bois de Paris in battle formation. 1 Corps took a longer, more northerly route that brought them to the eastern end of the Allied line.

All troops may deploy using the standard reinforcement rules and so may, if the French are far enough away, keep some units 'unflipped' in reserve.

There are three options for determining Prussian arrival times. Whichever option is chosen, it is best that the umpire alone is aware of, and if applicable tests for, the arrival schedule.

Predetermined arrival

The simple reinforcement schedule, based on the timings in the historical battle, is set out below.

Turn 20: First (4 Corps) reinforcements arrive
 Turn 24: Second (4 Corps) reinforcements arrive
 Turn 26: Third (2 Corps) reinforcements arrive
 Turn 28: Fourth (2 Corps) reinforcements arrive
 Turn 28: Fifth (1 Corps) reinforcements arrive

Variable reinforcements

For variable arrival, use the following system.

4 and 2 Corps

On turn 18, roll a die. On a roll of 5 or 6, all 4 Corps units marked as first reinforcement arrive at the point designated in the order of battle. On a roll of 1 to 4, nobody arrives: roll again on the next Allied turn. This time, the units arrive on a roll of 3 to 6. On a roll of 1 to 2, roll again on the next Allied turn. On that turn, the units arrive automatically unless you are using the Grouchy's actions option, in which case the troops only arrive on a modified roll of 1 to 6. If using Grouchy's actions, keep testing each Allied turn until a modified 1 to 6 is rolled.

On the Allied turn after the first 4 Corps reinforcements successfully arrive, start testing for the units marked as second reinforcements, using the same procedure. Once the second reinforcements arrive, start testing for the third wave and so. No reinforcements may jump the arrival queue.

1 Corps

On turn 26, roll a die for the 1 Corps reinforcements and apply results in the same way as above.

Grouchy's actions variant

For added uncertainty, perhaps when playing with people who know Waterloo too well, the umpire tests in secret what actions Grouchy takes on 18 June. Note that the likelihood of him actually arriving at Mont St Jean is so slight that I didn't even include it as an option: the most favourable outcome for the French is that his energy and choice of route will tie the Prussians down and delay or prevent the arrival of their units.

Use this with the variable reinforcements rule.

There are two questions for each of which the umpire rolls a die before the game begins.

1. Will Grouchy begin his operations earlier than he did on the day?
 - 1.1. Result 1 to 5: No. Historical start time.
 - 1.2. Result 6: Yes. Up and at 'em!
2. Will Grouchy assault through Wavre or bypass the town and attempt to move westwards cross country?
 - 2.1. Result 1 to 5: He will assault through Wavre.
 - 2.2. Result 6: He will attempt to move cross-country.

If no 6s were rolled, there is no effect on the reinforcement schedule. If one 6 was rolled, every Prussian reinforcement die roll for the whole game is modified by -1. If two 6s were rolled, every reinforcement die roll is modified by -2.

(If you are curious, this means there are 25 chances in 36 of no effect, 10 of a -1 modifier and only one of -2).