

Time	French	Allies	Reinforcements	Historical timings
1120	1		1/4 I, 2/4 I arrive	
1140		2		
1200	3		Gd Infantry arrive	4/I and Guard arrive
1220		4		
1240	5			Grand battery opens fire
1300		6		
1320	7			D'Erlon attacks
1340		8	Pr 1	
1400	9			
1420		10	Pr 2	British heavy cavalry charge
1440	11			
1500		12	Pr 3	Prussians emerge from Bois de Paris
1520	13			First contact with Prussians
1540		14	Pr 4; Pr I Corps on 5, 6	
1600	15			Start of cavalry attacks
1620		16	Pr 5; Pr I Corps on 4,5,6 if not yet on table	
1640	17			
1700		18	Pr 6; Pr I Corps automatically arrive if not yet on table	
1720	19			
1740		20		
1800	21			
1820		22		
1840	23			
1900		24		
1920	25			Guard assaults the Allied centre
1940		26		
2000	27			
2020		28		French army routs
2040	29			
2100		30		

MO

The Allied Army has an MO of 3 dice.

The French Army has an MO of 2 dice on turns 1 and 3, and 4 dice from turn 5 onwards. Marshal Ney has no units under his Command. He may however activate units 'by Command' during the French turn. If any of those units charges an enemy as part of that activation, Ney must attach himself to the combat.

The Prussian Army has an MO of 2 dice from arrival onwards.

Strongpoints

Hougoumont and La Haye Sainte are built up areas, too small to hold a standard unit. Instead they may each be garrisoned by a detachment base with up to 3 élan points. The detachment benefits from the attributes of its parent brigade as well as the usual urban area benefits (+2 for it, -1 for the attacker). In the Allied turn, a friendly brigade within 3" that is unengaged and has a clear line to the strongpoint (i.e. this line may not pass through enemy units or across their front) may reinforce the garrison by transferring élan points to it, reducing its own élan accordingly. However the most élan points that may garrison either strongpoint at any one time is 3.

Personalities

Wellington

Has the Intuitive and Mobile personalities.

Intuitive: May roll his own MO dice but the enemy may then reroll one die.

Mobile: May activate by Command at any stage in the turn, paying 1 MO point per unit activated. This does not end the turn.

Picton

Has the Hero personality.

Hero: May rally an attached unit, restoring 1 point of élan on a 3+. If the unit is within 2BW of the enemy, the general must take an **at risk** test.

Blücher

Has the Legend and Mobile personalities.

Legend: army morale is half of units, not one third.

Mobile: May activate by Command at any stage in the turn, paying 1 MO point per unit activated. This does not end the turn.

Napoleon

Has the Immobile personality.

Immobile: may only activate by command every three turns.

Ney

Has the Inspiring and Hero personalities (may only use one of these in a turn).

Inspiring: adds +1 universal modifier to a unit in combat. Must take an at risk test.

Hero: May rally an attached unit, restoring 1 point of elan on a 3+. If the unit is within 2BW of the enemy, the general must take an **at risk** test.

D'Erlon

Hero: May rally an attached unit, restoring 1 point of elan on a 3+. If the unit is within 2BW of the enemy, the general must take an **at risk** test.

Allied Briefing

Your objective is to stop the French from advancing on Brussels and to hold on until help arrives from Blücher. Your army may deploy anywhere on table, no further South than the two strongpoints. One of you will be Wellington. The other may be allocated responsibility for any combination of divisions, until such time as Blücher arrives at which point the subordinate will take over the Prussians.

You will set up first.

The Allied Army has an MO of 3 dice.

The Prussian Army has an MO of 2 dice from arrival onwards.

Strongpoints

Hougoumont and La Haye Sainte are built up areas, too small to hold a standard unit. Instead they may each be garrisoned by a detachment base with up to 3 élan points. The detachment benefits from the attributes of its parent brigade as well as the usual urban area benefits (+2 for it, -1 for the attacker). In the Allied turn, a friendly brigade within 6" that is unengaged and has a clear line to the strongpoint (i.e. this line may not pass through enemy units or across their front) may reinforce the garrison by transferring élan points to it, reducing its own élan accordingly. However the most élan points that may garrison either strongpoint at any one time is 3.

NB the woods south of Hougoumont may contain a standard unit.

Personalities

Wellington

Has the Intuitive and Mobile personalities.

Intuitive: May roll his own MO dice but the enemy may then reroll one die.

Mobile: May activate by Command at any stage in the turn, paying 1 MO point per unit activated. This does not end the turn.

Picton

Has the Hero personality.

Hero: May rally an attached unit, restoring 1 point of élan on a 3+. If the unit is within 2BW of the enemy, the general must take an **at risk** test.

Blücher

Has the Legend and Mobile personalities.

Legend: army morale is half of units, not one third.

Mobile: May activate by Command at any stage in the turn, paying 1 MO point per unit activated. This does not end the turn.

French briefing

Your army is almost all present on table but the remains of I Corps and the Guard infantry are still marching to the field.

Your objective is to open the road to Brussels and knock Wellington out of the war. There is an objective marker at Mont St Jean. Take this and the road is opened.

In the early hours you heard from Grouchy that he is before Wavre. This means he is unlikely to reinforce you today, as to do so he would have to pass through the Prussians. However if he presses his advance this morning as you have ordered him to, he should at least hamper the approach of the Prussians.

You will set up second, on the ridge of La Belle Alliance including, if you wish, the spur east of La Haye Sainte.

The French Army has an MO of 2 dice on turns 1 and 3 (mud!) and 4 dice from turn 5 onwards.

Marshal Ney has no units under his direct control. He may however activate units 'by Command' during the French turn. If any of those units charges an enemy as part of that activation, Ney must attach himself to the combat.

Personalities

Napoleon

Has the Immobile personality.

Immobile: may only activate by command every three turns. (He is feeling out of sorts today).

Ney

Has the Inspiring and Hero personalities (may only use one of these in a turn).

Inspiring: adds +1 universal modifier to a unit in combat. Must take an at risk test when he does so **BUT:**

Ney has the **luck of the devil**. If he rolls a 6 in an 'at risk' test, he rolls a second die and on a roll of 4+ he survives. He has just lost another horse!

Hero: May rally an attached unit, restoring 1 point of elan on a 3+. If the unit is within 2BW of the enemy, the general must take an **at risk** test.

D'Erlon

Has the Hero personality.

Hero: May rally an attached unit, restoring 1 point of elan on a 3+. If the unit is within 2BW of the enemy, the general must take an **at risk** test.