

A Free Game
specially designed to introduce you to
Hobby Gaming

Napoleon at Waterloo



This booklet and the 100 die-cut playing pieces that accompany it, are all you need to play an authentic simulation game of history's greatest conflict, the Battle of Waterloo. Also included is a history of wargaming, and articles on solitaire play, game symbology, *plus* —

MASTER INDEX
To STRATEGY & TACTICS MAGAZINE
and MOVES MAGAZINE



A Special Publication of

SPI

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A NOTE TO THE NEW GAMER

(and the Experienced Gamer, too!)

It's becoming something of an annual tradition at SPI to publish a package of reference and promotional material and send it out to everyone we know (our readers/customers) and, throughout the year, to those of you who we're seeing for the first time (our new subscribers and customers). Wargaming is not the easiest of hobbies to break into — it has its own jargon, symbology, folk wisdom, and history — and it is primarily to ease this process that this special booklet has been prepared.

For the new gamer the most useful items in this booklet will probably be the section, An Introduction to Wargaming, and of course the game itself. These will give any new gamer a starting point for understanding games.

For the experienced gamer the most useful items are the indexes to the magazines and the entire booklet used as a give-away to a friend of his who is just getting interested in wargaming. It is up to the experienced gamer to play the role of local spokesman for his hobby. Because of the difficulty of getting into gaming "cold" (i.e., all on one's own), not many players spring up spontaneously. Almost everyone I know (including myself) was "sponsored" by a friend already in the hobby. All of us (gamers and publishers) have an interest in enlarging the hobby. The more gamers, then the more opponents available. The more games produced to serve the wider variety of interests, the more different companies that remain viable, the healthier the price competition amongst companies, and the greater the strength of the hobby in general.

Although this booklet is produced by SPI and, therefore, basically promotes SPI products and services, we've designed it as a general introduction to the hobby. Most of the information in it is applicable to the products of most of the game companies in the industry. Naturally, I hope that you would favor mostly SPI products — but being realistic, I know that you're going to at least sample the games of the other fine companies in the field. In recent years, many fledgling companies have entered the ranks — some good and some not so good. I would therefore advise the new game to restrict his initial purchases to the product lines of SPI and the other "name" companies until sufficient familiarity has been gained with the reputations of *all* the companies. An examination of the Games Rating Chart in each issue of *Strategy & Tactics Magazine* is a good starting point.

The Chart doesn't tell you everything, but it is a good general guide to almost all the wargames currently in print. More detailed statistical information can be found in the Playback section of *MOVES Magazine* (as

well as reviews of new games). *MOVES Magazine* also contains many "how-to" articles on game playing. For in-depth information on the design and history of wargaming, you can get yourself a copy of *Wargame Design*, a 186-page hardcover book dealing with almost every aspect of gaming (available directly from SPI for \$9.95).

Questions?

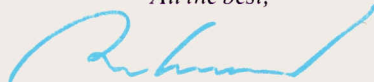
If you have a rules question concerning an SPI game, you can get an answer by writing your question(s) clearly and so that they can be answered by a single phrase or sentence; heading the paper with the name of the game(s); sending it along with a stamped, self-addressed envelope to: *Games Questions Editor, SPI* (and our full address). What you'll get back is your own letter with the answers filled in. For the sake of speed and to insure that your letter is properly handled, *don't* enclose any other correspondence (particularly not an order) with your question letter. If you have a burning question that needs a fast answer, you can phone SPI (between the hours of 1000 and 1800, Eastern Time Zone) at (212) 673-4103. We can't always guarantee a complete answer by phone (writing is best).

Complaints?

If you have a service problem or complaint, write **SPI Customer Service Department** (at our address) and explain in detail. It helps to enclose the approximate date of your order, the date on the back of your cancelled check, and your Customer Code (if you're a subscriber). If you've changed your address, be sure to mention the old and new addresses (incidentally, when you *do* change your address, try to give us a six-week warning). You can also call Customer Service at the phone number above.

If you're a new gamer, I'd like to welcome you to a fascinating and challenging hobby — if you're an "old hand," I urge you to use this booklet, and any other means at your disposal, to recruit new players. To all of you, I wish to say thanks for your support of SPI and wargaming. Every year I meet hundreds of gamers and read letters from thousands more. You continually impress me as an intelligent, friendly community of people with whom I'm fortunate to share a common interest. I do encourage you to write to all of us here at SPI — although we can personally answer only a fraction of the letters we get, we all avidly read our mail and we enjoy hearing from you.

All the best,



Redmond Simonsen

THE HISTORY OF WARGAMING

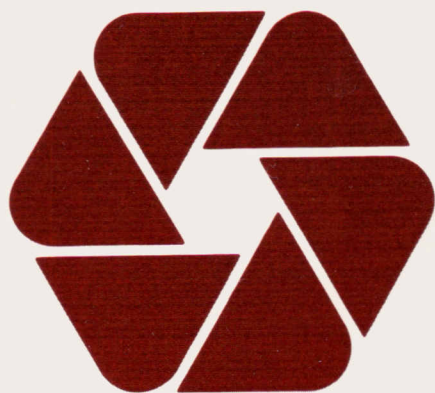
Wargames are nearly as old as organized warfare itself. Evidence has been uncovered that indicates the use of games to simulate war in ancient Egypt. Some of these games underwent an abstraction process that resulted in their transformation into board games such as chess and go.

In 1780, Helwig, Master of the Pages for the Duke of Brunswick, invented a game strikingly similar to the modern commercial wargame. It was played on a board of 1666 squares, color coded by terrain type. Players used pieces representing units of various types with different movement rates expressed in terms of squares-per-turn. In 1795, Georg Vinturinus, a military writer in Schleswig, developed a more complex version of the same type of game that used a map based on an actual piece of terrain (between France and Belgium).

In 1824 Prussian Army Lieutenant von Reisswitz published an elaborate wargame system designed to be used in actual military training and planning. The game, a development of an earlier design by the lieutenant's father, made use of military maps, an umpire, probability tables, and detailed rules. Although it received a mixed reception in the Army (in fact jealous officers harassed von Reisswitz to the point of suicide) the game inspired the formation of a wargaming club and the publication of the first wargaming magazine, the *Kriegsspieler Verein*. Eventually, the wargaming concept became a generally accepted tool in the German Army, and when later in the 19th Century the Germans won their stunning victory over the French in the Franco-Prussian War, many other nations (rightly or wrongly) attributed much of the success to the German's use of *Kriegspiel* in preparatory training and operational planning. American Army officers, W.R. Livermore and C.A.L. Totten, each designed their own versions of the German *Kriegspiel*, which met with the same sort of resistance from the military establishment. Totten's game had the unique feature of appealing to civilian gamers as well as military professionals.

Wargames were used by many of the major powers shortly before and during World War I. For the most part, the games suffered from the preconceptions of their users as to what was possible and not possible. So, for example, the use of such biased strategic gaming to test the Schlieffen Plan failed to indicate the likelihood of a stale-mated Western Front very early in the war. During World War II, the Germans made very good use of operational level games to plan precisely major attacks. In particular, the swift march through the Ardennes, outflanking the Maginot Line, was thoroughly wargamed in advance. The invasion of the Soviet Union was intensely wargamed, and this contributed greatly to the speed and magnitude of the opening German victories.

(continued on page 4)



SPI Games Are Everywhere!

Not too far from where you live, there's probably a store that sells the latest **SPI** games. Hobby shops, bookstores, game shops, department and variety stores are stocking **SPI** games in increasing numbers. Because **SPI** publishes continuously, all year 'round, there's always a reason to stop in ask about the latest titles.

Your **SPI** dealer will usually stock the latest and bestselling games as well as a selection from our extensive line of over two hundred titles. Ask him about special ordering any of our titles that he doesn't regularly carry. Your dealer can make available to you the broadest line of **SPI** games ranging in price from \$3.95 to \$50. If your favorite store is not yet an **SPI** dealer, ask him to contact our Wholesale Order Department or his distributor.

**Your *SPI* dealer always
has a terrific new game!**

HISTORY

[continued from page 2]

One of the best known anecdotes about World War II wargaming concerns the Japanese simulation of the Battle of Midway. In this very elaborate game, the Japanese Naval officers playing the role of the Americans launched an attack on the Japanese carrier force and inflicted devastating losses on it. When a number of the Japanese carriers were sunk, the umpires were told to cancel the result (in effect, the Japanese cheated at their own game) and "re-float" the ships. The game then went on to indicate the victory at Midway that the Japanese felt was inevitable. In the real event, the Japanese carrier force was struck almost precisely as indicated by the game and with even more disastrous results. This is but one of the more remarkable instances of an all-too-typical behavior pattern evident in the military use of wargames as stochastic devices: when the result isn't what the planners expect, the temptation to cheat can be overwhelming.

In the post-WWII era, the military use of wargames became increasingly sophisticated and widespread. Much of the advance in sophistication was connected with the advent of computer technology. The computer allowed large amounts of data to be stored and manipulated, freeing the human players from the tedium associated with highly detailed manual simulations. The ultimate in computerized gaming came about with the development of mathematical models of conflict situations that are entirely played by computer without human intervention. There is some debate concerning the usefulness of such computer simulations. The amount of data generated is so great that it can overwhelm the user, thereby undermining the very reason for the simulation. As part of an attempt to deal with this problem, the military (in the US) has been examining the various wargaming techniques used in commercial games. In 1976, the US Army contracted SPI to produce a tactical level game as a training device — the identical game is also sold to the civilian market as *FireFight*.

Civilian/Commercial Wargaming

For as long as model soldiers have existed, wargames have been played. However, it was only shortly before World War I that such informal gaming began to take on structure and substance with the publication of H.G. Welles' *Little Wars*, the first widely used rulebook for the use of miniatures in wargaming. Since then, many such rules systems have been published, but all have been in essence derivatives of Welles' original work.

In 1953, Charles S. Roberts produced and distributed the archetype for a new type of commercial wargame. It was called *Tactics*. Its modest success encouraged Roberts (in 1958) to form the Avalon Hill Company to produce adult games (including wargames). The first titles were *Tactics II* and *Gettysburg* (the first commercial wargame on a truly historical subject). The company grew rapidly up until 1963 when it

ran into an economic brick wall and almost ceased to exist. Basically it had overextended itself plus it was caught in the grip of a dislocating shift of buying from retail to discount stores. The company was taken over by its major creditor, Monarch Services. For a time it was internally dormant (so far as producing anything new) while it was reorganized. Essentially, it divested itself of its design staff and began a conservative program of producing one or two wargame titles a year, all of which were designed by freelancers.

In 1966 while the hobby was slowly growing, Christopher Wagner, then USAF Staff Sergeant in Japan, began publishing *Strategy & Tactics Magazine* as an alternative to Avalon Hill's house organ, *The General*. Many of the people who are now "names" in the hobby first became associated with each other via *S&T*. Wagner endeavored to produce a quality magazine to give shape and substance to the hobby. After struggling valiantly for two years, Wagner felt that he had to give up in his virtually single-handed effort to give the hobby a voice. Casting about for someone to assume the liability of the remaining subscriptions, Chris contacted Jim Dunnigan (who had written for *S&T*). Reluctantly, Dunnigan agreed — primarily to have a vehicle through which to test a series of experimental games he and some friends were developing. As *S&T* shifted its base to New York, Redmond Simonsen agreed (also reluctantly) to involve himself once again in *S&T*. [In the previous year Simonsen had been working with Wagner to professionalize the magazine.] After struggling through its first New York produced issues, *S&T* underwent a transformation into the format it more or less maintains to this day: a military history magazine with a simulation game in it. At first, both Dunnigan and Simonsen thought of *S&T* as a temporary venture. But the admittedly "rough" games that Dunnigan had designed brought a freshness to the hobby that it sorely needed. Plus in one stroke, they doubled the number of game titles available to hobbyists. As Simonsen began to professionalize the "look" of *S&T* and SPI games, and as the two men took a team approach to game design, the pace of the hobby began to quicken.

In late 1970, Simonsen and Dunnigan incorporated as Simulation Publications. Via a program of advertising, *S&T*'s circulation began to build and sales of SPI games to its readers began to take on serious proportions. By 1972, SPI was growing exponentially and became a substantial competitor to Avalon Hill, which until SPI's advent had been the only ship in a very calm sea.

The innovations that SPI brought to the hobby are in large part responsible for its present vitality. The production of a serious history magazine containing a full-fledged game; the constant surveying of gamers to discover the titles they wished to see produced; the quantum jump in the rate of game production; the multiplicity of new game systems; the multi-talented in-house design staff — all these elements and others have

made SPI a major force in the rapidly growing field of civilian wargaming.

SPI's success has encouraged the formation and entry of other companies into the field, and the resultant competition and diversity has benefitted the hobby greatly. SPI, Avalon Hill, and the other publishers are basically friendly rivals with a common interest. All the major and most of the minor companies now participate in an annual convention and show attended by thousands of gamers.

The number of wargamers in the country has been variously estimated at from 100 to 250 thousand although the potential exists for a much greater audience. The typical American wargamer is a college-educated male in his middle twenties. No more than one percent of gamers are women, but this is changing as women in general diversify their interests and activities. Hobbyists offer a wide spectrum of reasons for playing such complex, time-consuming games, but most say that wargames afford them a unique approach to historical information as well as a highly challenging, involving source of entertainment and competition.

From its origins as a court curiosity to the highly developed sophisticated manual simulations of the seventies, wargaming has undergone a remarkable evolution. There are now hundreds of wargames in print and the list is growing by several dozen each year. The level of innovation and production is several orders of magnitude greater than it was only a decade ago. Just ahead lies the era of electronic wargaming as the personal computer explosion impacts in the US. It's a safe prediction that the next ten years will be at least as fascinating as the last ten. —RAS

INTRODUCTION

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in good stead in the more complex games to come. SPI has produced a number of exciting games using modified versions of the *Napoleon at Waterloo* system. Once you learn it, you'll be able with little additional effort to play the following titles:

Wavre

La Belle Alliance

Quatre Bras

Ligny

(and the preceding four all together as *Napoleon's Last Battles*)

Wagram

Battle of Nations

Jena-Auerstadt

Marengo

Dresden and Eylau

Borodino

Austerlitz

Chickamauga

Shiloh

Antietam

Cemetery Hill

Chattanooga

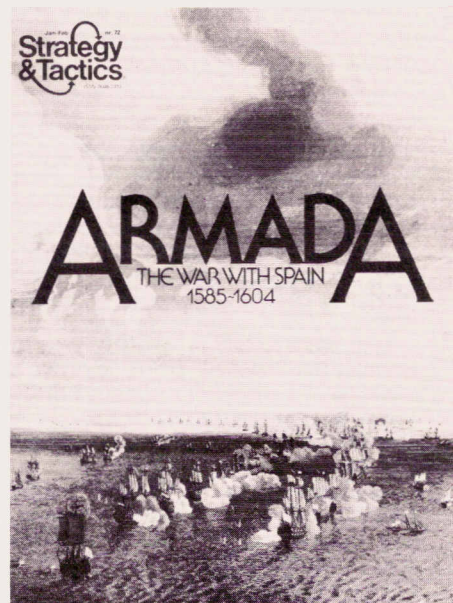
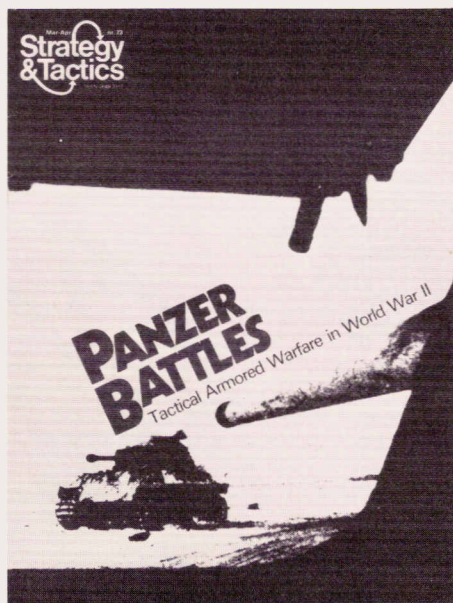
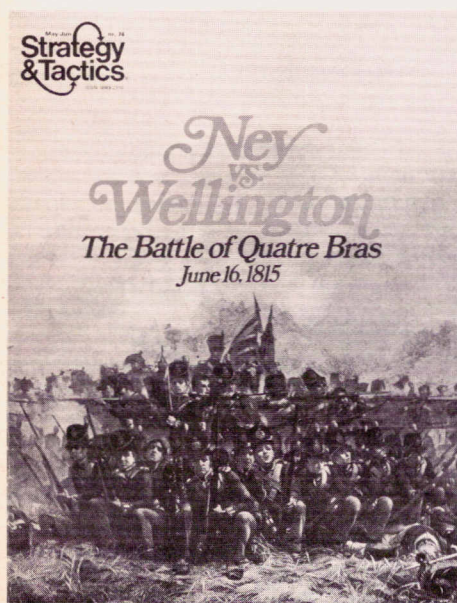
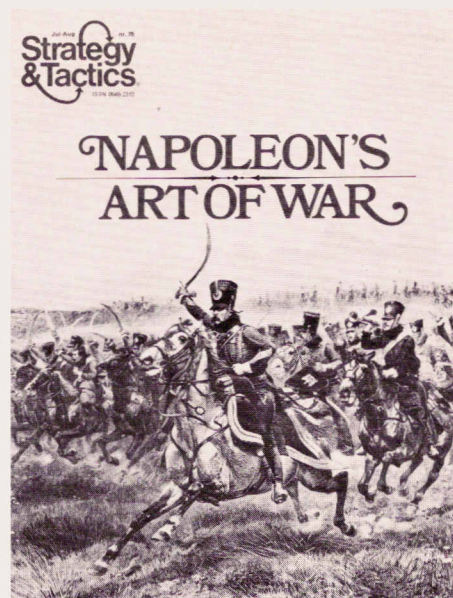
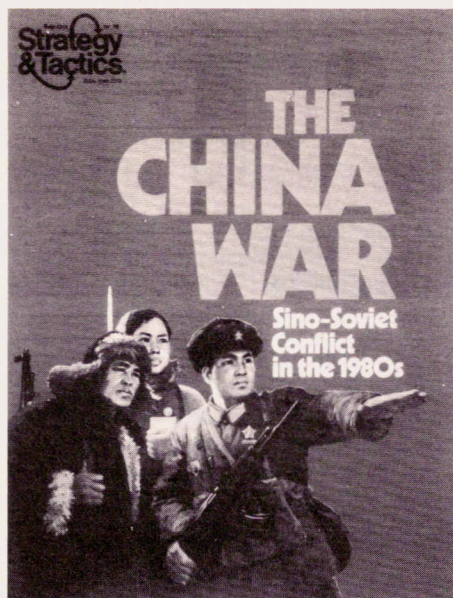
Battle of the Wilderness

Hooker & Lee

Fredericksburg

Road to Richmond

Subscribe to **Strategy & Tactics**



Strategy & Tactics Magazine is a paper time-machine: you return to the point of decision and alter the course of history to explore alternative outcomes. Through conflict simulation, the famous battles and campaigns of military history become yours to re-create, substituting your judgment for that of the actual commanders. Other magazines and books can only speculate about the many paths that history could have taken: *Strategy & Tactics* enables you to find out for yourself — by redirecting the forces of change at the historical turning points.

Conflict simulations are serious, adult-level games. They are powerful analytic tools — paper computers that focus your mind on the critical elements of an historical problem. The games are played on maps portraying the battlegrounds, with playing pieces that simulate the characteristics of the participating military units. Although most games are designed for two players, they may be played by one (or three or more).

Strategy & Tactics also provides a full-length article dealing with the same subject as the game in the issue — plus other articles dealing with both historical and contemporary military and conflict simulation subjects. Subscribers are eligible for many special offers and discounts on SPI's large selection of historical simulations games.

One Year (six issue) subscription: \$16.00

Two Year (twelve issue) subscription: \$30.00

Three Year (eighteen issue) subscription: \$42.00

The inside track on the latest tactics, happenings, and moves!

MOVES Magazine, the perfect companion to *S&T*, provides the serious gamer with the commentary, criticism, advice, and news necessary to the complete appreciation and enjoyment of simulation games. *MOVES* concentrates on the gaming aspects of the newest and best military simulations of all publishers, drawing for its material on the resources of the SPI staff and an active readership whose insights and musings are regularly translated into many of *MOVES* most memorable articles.

Each issue of *MOVES* offers regular features that encompass the entire hobby. **Playback** provides in-

depth reader analyses of recent titles from many publishers. **Opening MOVES** comprises essays on anything from the state of graphics in the hobby to the need for communication among wargame clubs. **Forward Observer** probes selected games in detail, examining flaws as well as extolling virtues. **MOVES in English** exposes the reader to a view of the hobby from outside the U.S. **Feedback** gives the readership a chance to talk back. **Designer's Notes** offers all the latest news on SPI products in the making. In every issue of *MOVES* you will find these and other important features...

...plus a horde of articles like these:

Highway to the Reich, *Stuart Glennan* • Good Woods, *Karl E. Wiegers* • Heli-War, *Thomas G. Pratuch* • Second Prize, A Full Weekend in Philadelphia, *Redmond A. Simonsen* • The Colossal Counter Contest, *Richard Berg* • War in the World, Pt. 1, *Thomas B. Stoughton* • War Between the States, *Nicky Palmer* • The Evolution of Origins, *John Prados* • Wargame Design, *Thomas G. Pratuch* • War in the World, Pt. 2, *Thomas B. Stoughton* • King of the Mountain, *David S. Bieksza* • SPIRIT • Baltic Battles, *W. Orr and Peter Bolton* • Frodo, Take a Letter, *David A. Smith* • Arrows of Outrageous Fortune, *David A. Smith* • Free the Panthers! *Thomas W. Graveline* • The Search Goes On, *Rudolph Lauer* • Anyone Else Out There Like Me? *Fred M. Sassin* • SpiBus • SPIRIT • Atlantic Wall, *John Geoffrey Barnard* • Descent on Crete, *Thomas G. Pratuch* • Playing with Intelligence, *Peter A. McDonald* • Fortress Europa, *John Prados* • Mending Stonewall, *Leonard Millman* • This Land Is Your Land, *Thomas G. Pratuch* • A Medieval Miscellany, *Charles Vasey* • The Next War CRT, *Tony Meridy* • Tactics in the Next War, *Mark Herman* • Baltic Naval Scenario, *Dick Rustin* • Design and Development, Pt. 2, *Stephen Donaldson* • Next War Order of Battle Analyses • A Game of Beaches, *Thomas G. Pratuch* • Atlantic Wall Errata & Addenda • Is There a Method Actor in the House? *Jonathan Southard* • Kharkov, *Karl E. Wiegers* • Stonewall, *James F. Epperson* • Gamma World, *Steve List* • Green Fields Beyond, *Christopher R. Perleberg* • A CRT-Based Analysis, *John G. Alsen*



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To order your subscription, see the SPI Brochure in this booklet.

AN INTRODUCTION TO WARGAMING

and How to Play Napoleon at Waterloo

by Redmond Simonsen

Wargaming, and more broadly, conflict simulation gaming, is in some ways hindered by its own strength. The powerfully attractive concept of recreating a famous battle necessarily requires a body of rules much more complex and extensive than those found in the usual adult parlor game. Even the manner of moving the pieces and the progress of play is more exacting and foreign-seeming than most other types of games. As a partial answer to this problem, SPI has produced the third edition of *Napoleon at Waterloo* — a game specifically designed as a “first game.” But even *Napoleon at Waterloo* has 3000 words of rules, some odd-seeming tables, and an intimidating array of playing pieces. Because even this simplest of wargames can seem perplexing at first, I’d like to describe what goes on in general in simulation games and specifically how to approach this particular introductory game.

1. It is worth it all!

Such a simple declaration may seem silly, but it’s heartening to keep in mind that simulation games are rewarding and enjoyable experiences — regardless of how mysterious they may seem at first. Once the basic techniques of gaming are understood, a whole family of fascinating hobby games become accessible to the new player. Unlike most other games, wargames share a lot of common features. Once these features are grasped, they need not be re-learned with every new game. This explains, in part, how experienced gamers can so easily digest dozens of formidable new games every year without bursting at the mental seams. When you get a new game, you only have to discover the things that *vary* from the usual. To a great extent, it is this relatedness that makes simulation gaming a distinct hobby.

So whatever trouble you may have getting into gaming, rest assured that it will suddenly seem simple and easy to manage once the nuts and bolts are understood.

2. In the game, you’re in charge.

In simulation gaming, the player actually represents a leader or a group of leaders. In *Napoleon at Waterloo*, the players represent Napoleon Bonaparte (for the French) and the Duke of Wellington and Blücher (for the Anglo-Allies and Prussians).

In the game, the problems of command are simplified to present only the most significant and interesting aspects. In a game like *Napoleon at Waterloo*, the players make all the decisions about maneuver and commitment of forces — but are spared the tedious matters of supply and logistics. Some games concentrate very heavily on such factors and also deal with the problem and transmission of orders, doctrine, fatigue, etc. In fact, some games become so detailed

that they take as long to play as the real event took to happen!

In *Napoleon at Waterloo*, you decide where each playing piece will move and which enemy unit it will attack (if any). This is quite unlike conventional board games (for example, chess) where you can move only one piece per turn or must move pieces in some rigid pattern. Always keep in mind that the game is an attempt to simulate a certain kind of reality (the movement and action of military units). Many times it is the natural, logical actions that are the hardest rules to understand (simply because most games don’t have any real-world connection and we’re not accustomed to them having such, either). If you think of your playing pieces as large, unwieldy groups of men and equipment moving over real territory, you’ll have a better appreciation of the logic inherent in the rules.

3. Winning isn’t everything, but...

The usual focus of a parlor game is centered on winning. In many ways, the game is defined by the manner in which a player wins. Wargames are a little different inasmuch as the very process of play is itself meaningful and enjoyable. Wargames share this characteristic with many sports. The victory conditions in wargames are based upon the realities of the particular military situation being simulated. Thus, in *Napoleon at Waterloo*, the Allied Army seeks to inflict enough losses on the French Army to demoralize it (i.e., break its will to fight). The French have to demoralize the Allied Army and start their army on the way to Waterloo (as a way station to their strategic objective, Brussels). These victory conditions represent the judgment of the designer-as-historian as to what would have happened historically. In the real battle the French Army was indeed demoralized. Technically, it had the wherewithal to continue fighting — it had simply lost heart because of the very great losses it had sustained and the failure of a critical attack by the best French unit (the Imperial Guard).

Incidentally, you should keep in mind that when a unit is “destroyed” in a wargame, it rarely simulates the complete and utter destruction of that body of men and equipment. Once again, it simply means that that *unit* has lost its ability to fight as a cohesive force. Indeed, a unit that has lost ten or fifteen percent of its strength in a real battle would be represented as being destroyed (removed from the map) in most wargames like *Napoleon at Waterloo*. So, as units are “destroyed” the crowd of disorganized and defeated men increases on the battlefield (even though the game map is cleared of these losers) which has an effect on the units that remain fighting. Ultimately,

the still-effective units crack psychologically and the whole battle is lost.

The individual unit losses are, in effect, miniature versions of how the battle itself is lost: not by suffering complete annihilation, but rather by losing enough to make it impossible to go on. You’ll see this criterion used in many wargames. Sometimes it is linked to some sort of territorial objective (as in the exiting of the French units towards Brussels). The way that each side wins a game is rarely identical. Because it simulates a real event, the antagonists in a wargame have different objectives — different definitions of what constitutes a victory.

4. Lucky you.

One of the main elements in any wargames is the Combat Results Table. At first, the thought of rolling a die or picking a number from a hat to find out who wins a particular battle might seem a little arbitrary of chancy. The table, however, is actually a simplified but sophisticated statistical analysis of what happens in a battle. After you use it a few times you’ll see how the greater the force you bring to bear, the more likely it is that you’ll get a favorable result. The Combat Results Table in *Napoleon at Waterloo* also shows you that as the attacking force begins to massively outnumber the defender, the defender will always lose, but sometimes will take some of the attackers with him (by getting an Equal Elimination result).

Just as in real life, in wargaming there are few sure things. When playing you must allow for a reasonable number of well planned attacks going wrong. The Combat Results Table will indicate a good chance of winning, but you’ll sometimes get the one result that goes against you. Statistically, if you make a large number of attacks with the odds in your favor, you’ll win — but you may lose just a few critical attacks and have your entire plan ruined. Sometimes a string of really bad luck will actually cause your defeat in a game like *Napoleon at Waterloo*. This can happen even though you did everything “right” and you’ll find it can be literally demoralizing on a personal level.

5. How to get started.

Napoleon at Waterloo is a good introductory game for a whole host of reasons. The relative quickness of play makes it an ideal learning game because you can actually use it as a practice field — playing a number of games in a single evening. Usually a decision is reached in under an hour (even though all ten Game-Turns may not have been played). Unless you have someone experienced in gaming to act as your coach, the best way to learn is to play a few practice games against *yourself*. Just follow the rules and play for each side in order. This will give you

quick exposure to everything in the whole game—and since you play both sides, you'll always be doing something rather than waiting for the understandably slow moves of another beginning player.

Make sure you have at least a couple of hours free to concentrate on the game. You may not need all that time, but it's better to be relaxed and under no pressure to finish in a hurry. Take a good look at all the components to the game, quickly skim the rules, and carefully punch out the playing pieces from their cardboard frame. Remove the map from the booklet by bending open the staples with a small screwdriver or pocket knife. Fold it back on itself, then flatten it out on a smooth table top.

Set up all the starting units. These can be recognized by the four digit numbers printed in the middle of each of these pieces. These numbers correspond to specific hexagon numbers on the map. What you wind up with is 18 red Allied units arrayed against an oncoming army of 26 blue and white French units. Note that the hexagons on the map serve much the same purpose as the squares on a checkerboard—they regulate the movement and positioning of the pieces. The difference is that each hex is characterized by the terrain it contains. Look at the key on the map and you'll see that, effectively, there are two main types of hexes: those which units can enter (clear, buildings, roads, and woods-roads); and those which units may never enter (woods). Of the hexes that units can enter, two are important defensively: building and woods-road hexes. In these hexes, a unit has its strength doubled on the defense.

The actual play of the game takes place in an ordered sequence: the French pieces move, then attack; and the Allied pieces move, then attack. This sequence is repeated ten times and the game is over. When first set up, the situation can be thought of as two opposing football teams facing each other on the line of scrimmage (except that the French has more "men" on the field). The French team moves and crashes into the Allied line.

As each attack is resolved by using the combat results table, either the French will be thrown back or eliminated or the Allies will. Because each attack is resolved separately (and there can be several attacks in the same turn), the French can push some Allied units back, advance into their positions, and surround other Allied units that they have yet to attack. Surrounded units are not allowed to retreat—so if the subsequent attack against them succeeds in getting a *retreat* result, the unit will be eliminated instead, thereby bringing the French closer to victory. It is a standard technique in land combat games such as *Napoleon at Waterloo*, to advance, surround, and destroy units. You'll see, by looking at the Combat Results Table, that it's fairly difficult to destroy enemy units without surrounding them. To use the football analogy, it's more effective to tackle the runner from two directions at once.

Because the victory conditions in *Napoleon at Waterloo* concentrate on the

destruction of units, overall position on the map is not so important as it might at first seem. Although the French are attempting to get seven units off the map toward Waterloo, their primary objective is to demoralize the Allied Army by beating the tar out of them. The Allies should not be so concerned about French units getting by them to exit the map. More importantly, they should focus on beating the tar out of the French. If they destroy 40 points worth of French first, it doesn't matter how many French units exit the map—the Allies have won.

The Allies should not allow individual units or small groups to become surrounded by powerful French groups. They should maintain a continuous crescent shaped line of strong units with plenty of space to retreat when the need arises. It is important for the Allied Player to realize that he must be aggressive and vigorously attack the French (even though the French are the ones on the strategic offensive). *Napoleon at Waterloo* is won by the player who most steadily destroys enemy units.

Since the sequence of play is "move-attack/move-attack" the player should study the enemy position before moving, pick out some vulnerable units, and move to concentrate on them and destroy them. Don't try to attack everything at once. You'll simply make a lot of weak assaults that will gain nothing. If the enemy has a coherent line, you will have to make at least three or four attacks to yield a situation where an enemy unit can be surrounded and destroyed.

After the French make their first turn attacks, the Allies should immediately try to pick off one or two French units by launching a strong counterattack. After that, it's a race by either side to remain ahead on points until the forty point limit is reached. *Napoleon at Waterloo* can be an extremely tense battle. A decision is usually reached around turns 5, 6, or 7.

In general, the French should drive into and around the Allied line in the center and to the west. This makes it harder for the Allies to bring the oncoming Prussian Army to bear (since they enter in the east). This is the commonsense tactic of being strongest where the enemy is weakest. The Allied forces should attack in good order (i.e., don't leave too many of your units exposed to counterattack) and not be afraid of losing ground so long as they are destroying French units. If the Allies are too cautious, they are bound to lose. The balance of the game is slightly in favor of the Allies (about 60–40). The French (as in the historical reality) have a tough task—if the French player is at all timid, he'll undoubtedly lose.

6. Getting better.

The first few games you play will be less than smooth. You'll have to look things in the rules and you may not really feel you know what you're doing. Don't worry—few new gamers "click" immediately into the expert category. Just as in playing sports, practice improves your game. Because of the relatedness of wargames, much of what you learn in *Napoleon at Waterloo* will stand you

(continued on page 4)

SOLITAIRE PLAY

The Opponent Who's Always There

We all suffer from a scarcity of worthy opponents—though growing by leaps and bounds, the wargamer population is still thinly spread over this great land of ours. Most veteran gamers have partially solved this problem by playing games solitaire. Although in retrospect it must seem an obvious solution, many new gamers hesitate to play games solitaire, perhaps because they feel they need some special set of rules or procedures to do so. Remember, wargames are complex and that complexity *can* be intimidating to new players. It's easy to get the impression that the rules *must* be followed to the letter of the law and anything that's not specifically pointed out in the rules is *verboten*. It is the very complexity of wargames, however, that allows solitaire play *without* special rules. In most games one can just set up both sides and play them both in proper sequence. Because it's virtually impossible to *specifically* plan moves far in advance, the dynamics of the solitaire play will closely resemble two-player gaming...and be just about as interesting!

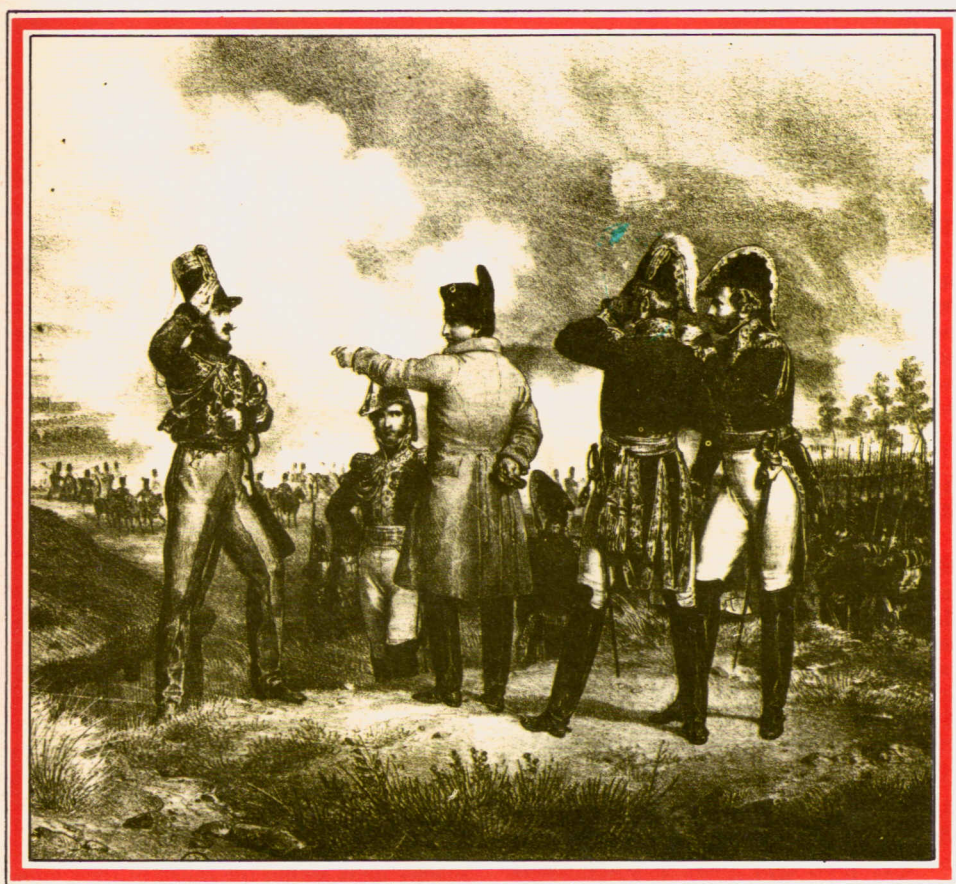
One must exercise a little more discipline in solitaire play—there's a great temptation to "play favorites" (i.e., cheat) with one side or the other when playing against oneself. Moreover, if one plays the same game solitaire several times in a row, the course of play often becomes stereotyped. There are some simple techniques to avoid such stereotyping, one of them being merely sitting on a different side of the game map than you're used to! Another is to roll the die for one or both sides each turn to decide whether you'll perform high-risk or low-risk moves. This will change your rhythm of play sufficiently so that it will seem as if another personality is involved in the game.

In games that involve plotting, several sets of alternate orders can be written and randomly chosen so that much of the surprise element is maintained. This can also be done in games that *don't* usually require plotting of moves—just write several sets of broadly worded orders for your units and choose one at random.

Of course, some games are more suitable for solitaire play than others. The Games Rating Chart in *S&T* rates the general one-player adaptability of most games. Personally, I find that the operational level games are the most rewarding when played solitaire. Usually the number of moves and counters are manageable and the options broad enough to permit variation in play. But whatever you prefer, a lot of enjoyable gaming can be had simply by exercising the initiative and imagination required to play solitaire...plus, you *always* win.

—Redmond Simonsen

Napoleon at Waterloo



Read This First:

The rules to this game are organized into a set of numbered Sections. Each Section begins with a General Rule (and sometimes a Procedure) followed by a series of specific Cases — decimally numbered paragraphs headed by a boldface sentence containing the main thought of that specific rule. Should you have any questions concerning these rules, please write SPI, enclosing a stamped, self-addressed envelope and phrasing your questions so that they may be answered by a simple sentence, word or number. Mark your query to the attention of *Napoleon at Waterloo Rules Question Editor*.

- [1.0] **How to Start**
- [2.0] **Equipment**
- [3.0] **Basic Procedure**
- [4.0] **Movement of Units**
- [5.0] **Combat Preconditions**
- [6.0] **Combat Resolution**
- [7.0] **Reinforcement**
- [8.0] **How the Game Is Won**
- [9.0] **The Grouchy Variant**

[1.0] How to Start

GENERAL RULE:

Napoleon at Waterloo consists of a body of rules, a separate group of cardboard playing pieces and a map.

PROCEDURE:

The components should be spread out on a large table with two Players sitting on either side. The die-cut counters should be carefully punched out and carefully segregated as to national group. The Players should skim through the rules by reading only the bold sentence-headlines in the various rules sections. Then the pieces should be placed in their starting positions (as indicated by the four-digit numbers on the faces of the playing pieces). At this point, the Players should review the Sequence of Play and begin a trial game, referring to the details of the rules when they have a question. Note that it is possible to play an enjoyable solitaire game against oneself simply by assuming the role of either Player in proper sequence. To remove the map from the booklet, gently pry open the staples, remove the map, and close the staples again.

COMMENT:

Napoleon at Waterloo is a simulation of the battle between the French under Napoleon and the Anglo-Allied and Prussian forces in June 1815.

[2.0] Equipment

GENERAL RULE:

The game equipment consists of the rules, charts, map, and playing pieces.

CASES:

[2.1] The game map represents the terrain on which the battle was fought.

An hexagonal grid is superimposed on the terrain of the map to regulate movement and positioning of the playing pieces. To make the mapsheet lie flat, one should back-fold it against its machine-made folds. Players will note that each hexagon (hereafter called "hex") on the map has its own four digit identity number.

[2.2] The Terrain Effects Chart summarizes how the features on the map affect the movement and combat of the playing pieces.

[2.3] The Combat Results Table is the primary means for resolving combat.

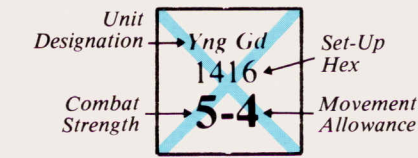
Players will need one die from a set of common six-sided dice in order to play the game, or they may use the six numbered chits to provide random numbers.

[2.4] The playing pieces represent the actual military units that took part in the historical battle.

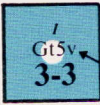
There are five items of information on the front face of each unit. The Player is told what *type* of unit it is (infantry, cavalry, or artillery), and what its 'name' or military designation is. Additionally, the Player is

given the *Combat Strength* and the *Movement Allowance* of each unit. The Player is also told which hex the unit starts in or what Game-Turn the unit enters the game as a reinforcement.

SAMPLE INFANTRY UNIT (French)



SAMPLE CAVALRY UNIT (Anglo-Allied)



SAMPLE ARTILLERY UNIT (Prussian)

[2.5] **Combat Strength is the basic power of a unit when attacking or defending.**

The Terrain Effects Chart will detail how this number is affected by combat. The Combat Strength value of a unit is deemed to consist of the printed number of Combat Strength Points.

[2.6] **Movement Allowance is the unit's basic ability to move in one Movement Phase.**

This ability is expressed in terms of Movement Points. Each hex entered costs a unit one Movement Point.

[3.0] **Basic Procedure**

The Sequence of Play

The Players take turns moving their units and making attacks. The order in which they take these actions is described in this sequence of play outline. One completion of the sequence of play is called a *Game-Turn*. Each Game-Turn consists of two *Player-Turns*. Each Player-Turn consists of two *Phases*.

THE FRENCH PLAYER-TURN:

Step 1. French Player's Movement Phase.

The French Player may move his units and bring in reinforcements. He may move as many or as few as he wishes, one after another, within the limitations of the rules of movement.

Step 2. French Player's Combat Phase.

The French Player must attack adjacent Enemy units. He may perform these attacks in any order he wishes, applying the results immediately as each attack is made.

THE ALLIED PLAYER-TURN:

Step 3. Allied Player's Movement Phase.

The Allied Player may move his units and bring in reinforcements. He may move as many or as few as he wishes, one after another, within the limitations of the rules of movement.

Step 4. Allied Player's Combat Phase.

The Allied Player must attack adjacent Enemy units. He may perform these attacks in any order he wishes, applying the results immediately as each attack is made.

These four steps are repeated ten times. The game is then over and the Players determine the victor according to the rules on How the Game is Won. Note that the game may be ended earlier if one Player achieves his victory conditions.

[4.0] **Movement of Units**

GENERAL RULE:

Each unit has a Movement Allowance number printed on it which represents the basic number of hexes it may move in a single Movement Phase. Each Player moves only his own units during the Movement Phase of his Player-Turn (as outlined in the Sequence of Play).

PROCEDURE:

Units move one at a time, hex-by-hex, in any direction or combination of directions that the Player desires. The Movement Phase ends when the Player announces that he has moved all of his units that he chooses to (or as of the time that he begins to make attacks).

CASES:

[4.1] **A unit may *never* exceed its Movement Allowance.**

During its Movement Phase, each unit may move as far as its Movement Allowance permits. Basically, each unit spends one Movement Point of its total Allowance for each hex that it enters. Individual units may move less than their Movement Allowance. Units are never *forced* to move during their Movement Phase. Units may not, however, lend or accumulate unused Movement Points.

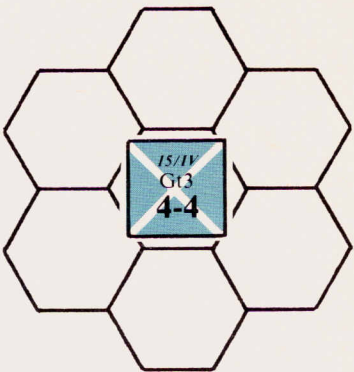
[4.2] **Units must spend one Movement Point to enter each hex.**

Units may only enter or leave woods hexes through hexsides crossed by roads (even when advancing or retreating due to combat).

[4.3] **A unit may *never* enter nor pass through a hex containing an Enemy unit.**

[4.4] **A unit may *never* end its Movement Phase in the same hex as another Friendly unit.**

One or more units may move *through* a hex containing another Friendly unit, but the moving units may never end the Movement Phase in the same hex as another unit. If this should inadvertently happen, the opposing Player gets to choose which of the illegally placed units are to be destroyed (so that only one unit remains in the hex).



[4.5] **A unit must stop upon entering a hex that is in the Zone of Control of an Enemy unit.**

Whenever a unit enters a hex that is directly adjacent to any of the Enemy Player's units, the moving unit must immediately stop and move no further that Phase. Note that there are six hexes adjacent to most hexes on the map. The six hexes adjacent to an Enemy unit are called the *Zone of Control* of that unit.

A unit may not move so long as it is in an Enemy controlled hex. Only by freeing itself through a combat result may a unit escape the 'freezing' effect of an Enemy Zone of Control.

[4.6] **Except for French Victory Requirements, units may not leave the map.**

If forced to do so by the Combat Results Table, they are eliminated instead. [See Case 8.3]

[5.0] **Combat Preconditions**

Eligibility Requirements for Attacking Units.

GENERAL RULE:

Each unit has a Combat Strength number printed on it which represents its basic power to attack during its Combat Phase and to defend during the Enemy Combat Phase. Whether or not a unit can attack is strictly a matter of how it is positioned with respect to Enemy units. All units that are in Enemy Zones of Control *must* attack during their Combat Phase; artillery units not in Enemy Zones of Control but that have Enemy units within the range of their guns *may* execute a special form of attack called *bombardment*.

PROCEDURE:

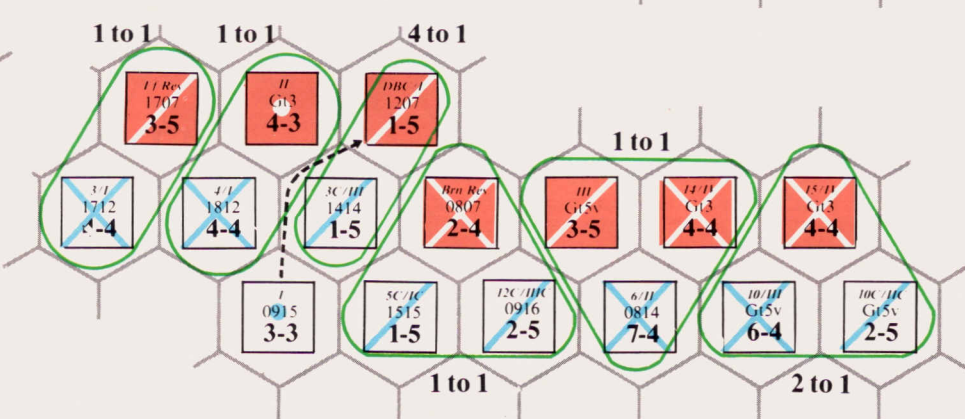
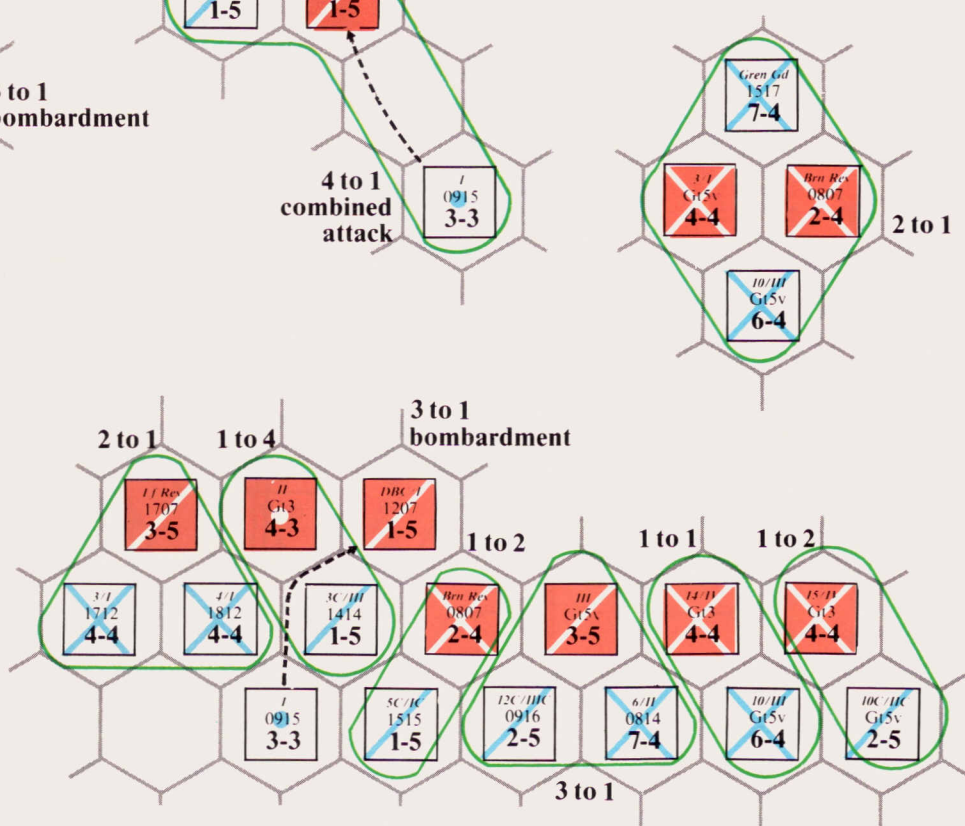
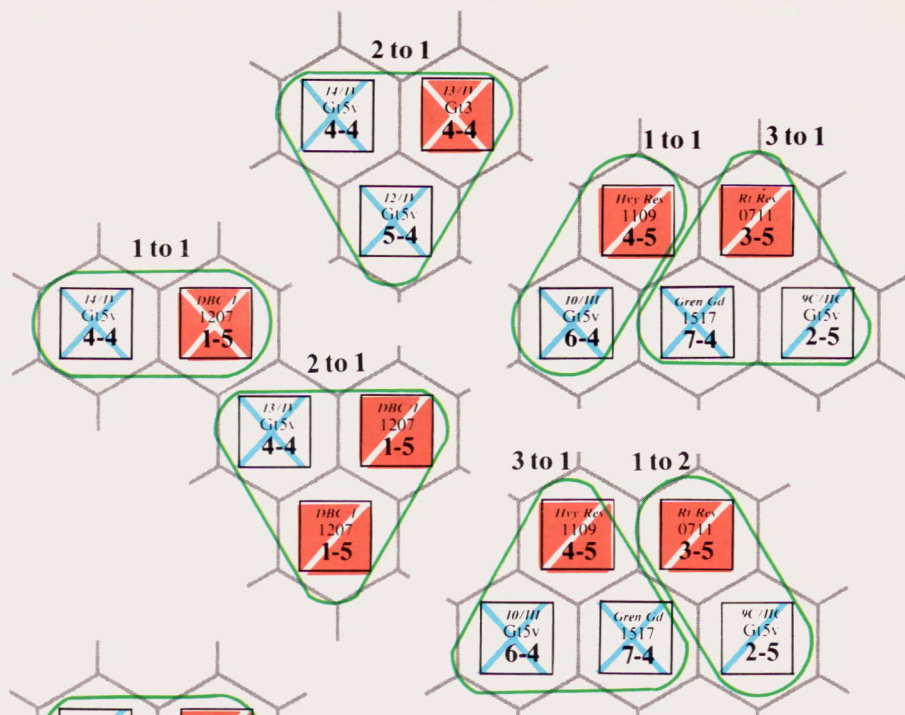
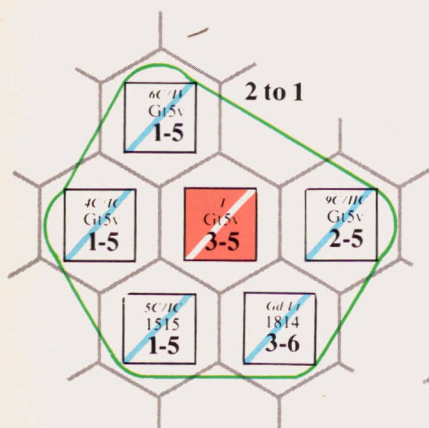
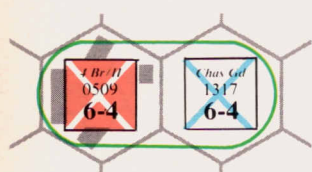
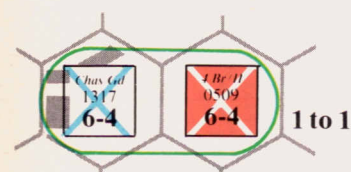
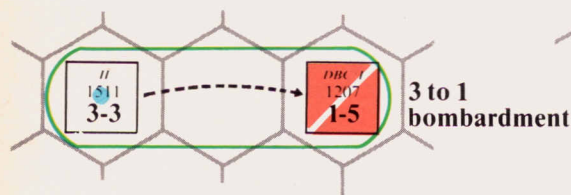
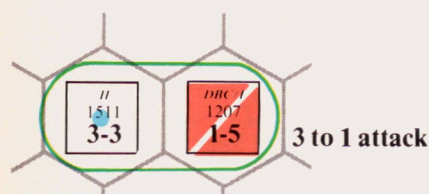
The Player examines the positions of his units, determining which are in Enemy Zones of Control and which artillery units have Enemy units within their range. Attacks are conducted using the Combat Results Table, the die, and the procedures detailed in the section on Combat Resolution.

CASES:

[5.1] **A unit that is in an Enemy Zone of Control *must* attack — and every Enemy unit that has a phasing unit in its Zone of Control *must* be attacked.**

Examples of Attacks

In the following examples, the Blue units are the Attackers and the Red units are the Defenders. A circle is drawn around those units (Attacker and Defender) which are involved in combat with each other. Each circled *battle situation* constitutes an attack and would require the rolling of the die. Note that when several attacking and defending units are adjacent to each other, the attacks may be constituted in more than one way. Artillery attacks are indicated with an arrow when the defending unit being bombarded is not directly adjacent. The odds of each attack are given next to each situation. Anything which can logically be inferred from these examples is tantamount to a rule unless explicitly covered in the written rules.





Attacks executed at worse than "1 to 5" are treated as "1 to 5"; attacks executed at greater than "6 to 1" are treated as "6 to 1."

| DIE | 1-5 | 1-4 | 1-3 | 1-2 | 1-1 | 2-1 | 3-1 | 4-1 | 5-1 | 6-1 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | Ae | Ar | Ar | Dr | Dr | Dr | De | De | De | De |
| 2 | Ae | Ae | Ar | Ar | Dr | Dr | Dr | De | De | De |
| 3 | Ae | Ae | Ae | Ar | Dr | Dr | Dr | De | De | De |
| 4 | Ae | Ae | Ae | Ar | Dr | Dr | Dr | De | De | De |
| 5 | Ae | Ae | Ae | Ar | Dr | Dr | Dr | De | De | De |
| 6 | Ae | Ae | Ae | Ar | Ar | Ar | Ar | Ee | Ee | De |

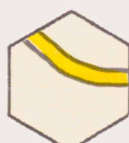
[6.0] Combat Results Table
Combat Ratios (Attacker to Defender Strength)

TERRAIN KEY and explanation of its effects on play.

Clear



Clear-Road



Woods



Building



Woods-Road



Movement: One Movement Point per hex entered.

Combat: No effect.

Movement: Entry Prohibited.

Combat: Blocking Terrain (see note).

Movement: One Movement Point per hex entered. Woods-Roads may be entered or exited only through a hexside crossed by a road.

Combat: Defender in hex is doubled in value when calculating Combat ratios. Woods-Road hexes are blocking terrain (see note).

Note: Woods and Woods-Road terrain block artillery bombardment over such hexes. For example, an artillery unit in hex 0803 could not fire into hex 0805 (but could fire into 0705 and 0905) because of the intervening woods in hex 0804. Artillery may bombard into Woods-Road hexes (for example, from 0912 into 0914).

GAME-TURN RECORD TRACK (advance marker to record passage of each Game-Turn)

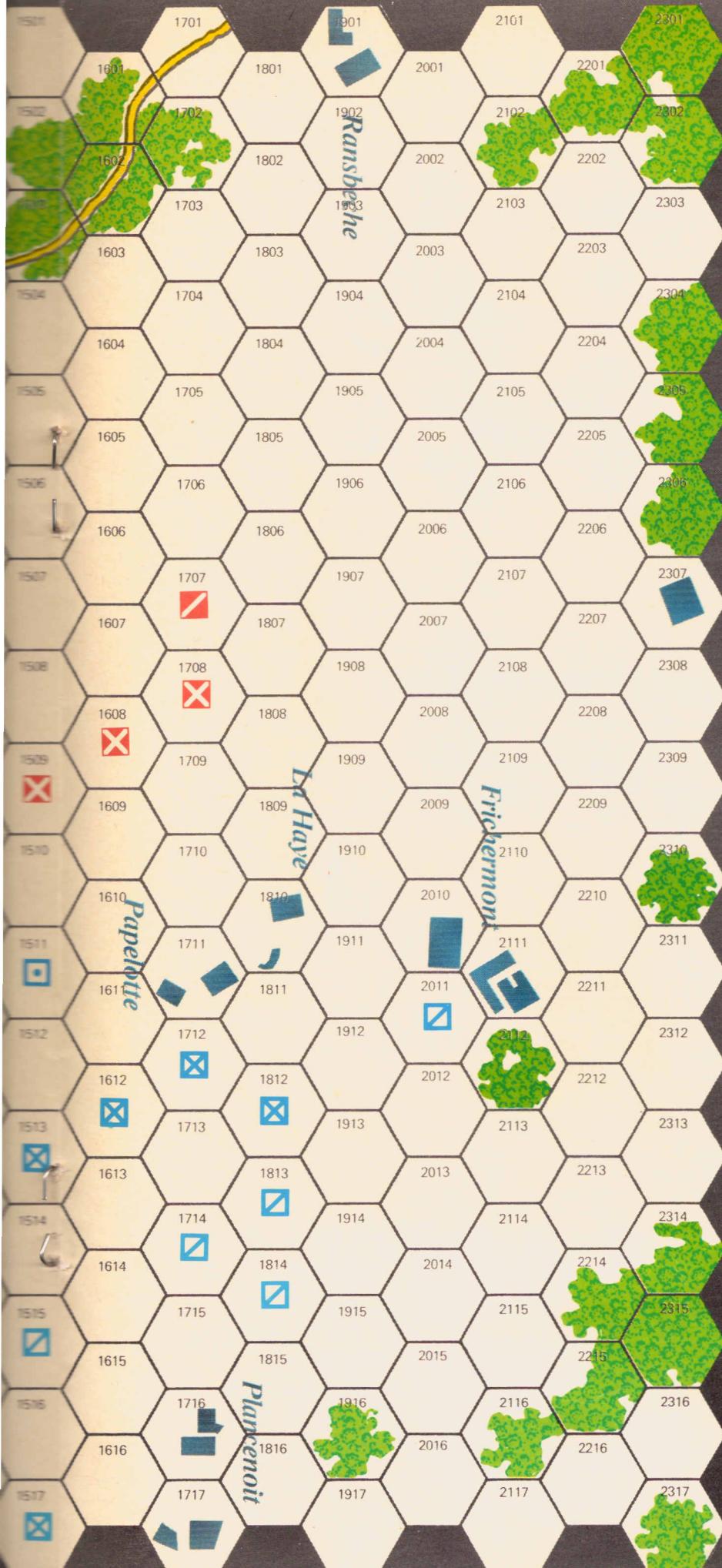
| 1pm Start | 2pm | 3pm Plus Reinf | 4pm | 5pm Var Reinf | 6pm | 7pm | 8pm | 9pm | 10pm End |
|-----------|-----|----------------|-----|---------------|-----|-----|-----|-----|----------|
|-----------|-----|----------------|-----|---------------|-----|-----|-----|-----|----------|

[6.0] Combat Results Table

Combat Ratios (Attacker to Defender Strength)

| DIE | 1-5 | 1-4 | 1-3 | 1-2 | 1-1 | 2-1 | 3-1 | 4-1 | 5-1 | 6-1 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | Ae | Ar | Ar | Dr | Dr | Dr | De | De | De | De |
| 2 | Ae | Ae | Ar | Ar | Dr | Dr | Dr | De | De | De |
| 3 | Ae | Ae | Ae | Ar | Dr | Dr | Dr | De | De | De |
| 4 | Ae | Ae | Ae | Ar | Ar | Dr | Dr | De | De | De |
| 5 | Ae | Ae | Ae | Ar | Ar | Ee | Dr | Ee | Ee | De |
| 6 | Ae | Ae | Ae | Ae | Ar | Ar | Ee | Ee | Ee | De |

Attacks executed at worse than "1 to 5" are treated as "1 to 5"; attacks executed at greater than "6 to 1" are treated as "6 to 1."



THE BATTLE OF WATERLOO, 18 June 1815

Dawn of 18 June 1815 found the French Army of the Emperor Napoleon Bonaparte seemingly on the verge of its greatest victory. After a mere twelve days of marching and fighting, the French had succeeded in splitting the Prussian Army under Blücher from Wellington's Army for what looked to be the decisive battle of the campaign. Along a frontage of 15,000 yards, some 72,000 French troops (many of them veterans of long service) supported by 246 guns faced a motley collection of 68,000 British recruits, Hanoverian and Brunswicker levies, and barely-serviceable Netherlander militia feebly supported by a mere 156 guns. In appraising the possibilities of the situation, Napoleon dismissed the coming battle as "an affair of a morning." He was never more wrong.

Despite the brittleness of his army, Wellington had a number of factors working in his favor that day in Belgium. One was the strength of his position on the reverse slope of a slight ridge. Another was the weather. The rains of the previous day and night had left the fields and pastures separating the two armies sodden and slippery, putting the French (who would be advancing) at a disadvantage and delaying the start of the battle for some hours. Most importantly, Wellington had arranged with Blücher for the Prussians (whom Napoleon believed to be retreating eastward after their mauling at Ligny two days previous) to advance in support of the soon-to-be-beleagured Anglo-Allied Army.

The battle opened at 1150 with a cannonade and one-division assault on Hougomont, a walled manor constituting a sort of natural redoubt guarding the approach to the Allied right. Designed as a diversion to draw Wellington's reserves away from the real point of attack, this assault miscarried and had to be supported. As the day wore on, more and more of the French II corps was fed into the assault on this almost impregnable position, and gradually the battle for Hougomont came to take on a life of its own, separate from the rest of the battle. In any event, Wellington fed troops into this isolated battle piecemeal, a company at a time, and it thus failed in its purpose.

By 1334, Napoleon was ready to launch his main effort, an attack by D'Erlon's corps on the Allied center. Four divisions advanced, overrunning the Allied advanced positions. An entire Allied division broke in the face of the onslaught. All seemed to be going as planned. With the commitment of Pic-

ton's 5th division, however, the line was stabilized. After an hour long firefight, the French admitted defeat in the assault and withdrew.

Meanwhile, the Prussians had been sighted advancing on the French right and Napoleon was forced both to hurry his attack on Wellington and to detach forces to fight a holding action against the new threat. During the next several hours, the French fought a fierce action against the Prussians around Plancenoit while vainly trying to break the Anglo-Allied line with cavalry alone. Both actions ultimately failed and the emperor on a gambler's throw committed his last reserve,

the Imperial Guard, against Wellington's severely stressed line in an effort to break the Allied center before the Prussians could organize to crush his right. At 1930 the Guard advanced to be met by the massed fire of the British Guards. After a brief firefight, it was the French who broke, engendering cries of "*Le Guard recule!*" from the shocked rankers who promptly fled themselves. Seeing the effect of the repulse on French morale, Wellington ordered a general advance which swept the demoralized enemy from the field. The day which had begun with the promise of Napoleon's greatest victory ended in his most decisive defeat.

David Ritchie

Images of the counters for this game are provided here as an aid to players in reproducing damaged or misplaced playing pieces.

Napoleon at Waterloo Counter Section Nr. 1 (100 pieces)

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 1.

| | | | | | | | | | |
|------------------------|-------------------------|------------------------|------------------------|------------------------|-------------------------|------------------------|------------------------|------------------------|-----------------------|
| 1 Br/I 1010 7-4 | 5 Br/Res 1708 7-4 | 3 Br/I 1209 6-4 | 2 Br/II 0810 6-4 | 4 Br/II 0509 6-4 | 6 Br/Res 1509 6-4 | 2 DB/I 1608 5-4 | 3 DB/I 0310 4-4 | Brn Res 0807 2-4 | Det/I 0914 1-4 |
| Hvy Res 1109 4-5 | Gen Res 1407 4-5 | Rt Res 0711 3-5 | Lf Res 1707 3-5 | DBC/I 1207 1-5 | I 1409 3-3 | Reserve 1310 3-3 | II 1110 2-3 | | |
| 5/II Gt3 5-4 | 13/IV Gt3 4-4 | 14/IV Gt3 4-4 | 15/IV Gt3 4-4 | 16/IV Gt3 4-4 | II Gt3 3-5 | IV Gt3 3-5 | II Gt3 4-3 | IV Gt3 3-3 | |
| 6/II Gt5v 5-4 | 1/II Gt5v 5-4 | 7/II Gt5v 4-4 | 3/I Gt5v 4-4 | I Gt5v 3-5 | III Gt5v 3-5 | I Gt5v 3-3 | | | |
| Gren Gd 1517 7-4 | 6/II 0814 7-4 | Chas Gd 1317 6-4 | Yng Gd 1416 5-4 | 2/I 1612 5-4 | 9/II 1014 5-4 | 1/I 1513 4-4 | 3/I 1712 4-4 | 4/I 1812 4-4 | 5/II 1314 4-4 |
| 19/IV 1315 4-4 | 20/IV 1316 2-4 | Gd Hvy 1016 4-5 | Gd Lt 1814 3-6 | 1C/I 2011 2-5 | 2C/II 0514 2-5 | 11C/III 1015 2-5 | 12C/III 0916 2-5 | 13C/IV 1714 1-5 | 14C/IV 1813 1-5 |
| FRENCH | | | | | | | | | |
| 5C/IC 1515 1-5 | 3C/III 1414 1-5 | Guard 1411 5-3 | I 0915 3-3 | II 1511 3-3 | VI 1415 2-3 | III Gt5v 3-3 | IV Gt5v 3-3 | 6C/IV Gt5v 1-5 | |
| 10/III Gt5v 6-4 | 8/III Gt5v 5-4 | 11/III Gt5v 5-4 | 12/IV Gt5v 5-4 | 13/IV Gt5v 4-4 | 14/IV Gt5v 4-4 | 21/VI Gt5v 2-4 | 9C/III Gt5v 2-5 | 10C/III Gt5v 2-5 | 4C/IC Gt5v 1-5 |

[continued from page 10]

If there are several possible combinations, the Player may choose which of his units will attack which Enemy unit — so long as every Enemy unit that is required to be attacked is attacked.

[5.2] No unit may be involved in more than one attack per Combat Phase.

No unit may participate in more than one attack, nor may a given Enemy unit be the object of more than one attack, in a single Combat Phase.

[5.3] More than one unit may participate in a given attack.

As many units as can be brought to bear can participate in the same attack.

[5.4] More than one Enemy unit can be the object of the same attack.

So long as each participating attacking unit could have attacked *every* one of the defending units separately, then all may attack *all* the defending units in a *single* combined attack. [See Case 5.8]

[5.5] A unit's Combat Strength is indivisible.

Units may not use part of their strength in one attack and part in another, neither may they reserve or withhold part of their strength in an attack or defense.

[5.6] An artillery unit not in an Enemy Zone of Control may make a bombardment attack against an Enemy unit two hexes distant.

The important distinction between bombardment and regular attacking is that bombardment attacks can be made *only* by artillery units that are *not* in the Zone of Control of *any* Enemy unit. This bombardment attack *can* be used to satisfy the requirement that a given Enemy unit be attacked (because some other Friendly unit happens to be in its Zone of Control) so long as the other Friendly unit can attack *another* Enemy unit.

[5.7] Except when making an combined attack [see 5.8] bombarding artillery units may attack only a single Enemy-occupied hex.

Even though it may have several Enemy occupied hexes in range, a given artillery unit may bombard only one of them in a single Combat Phase. Note that several artillery units may direct their bombardment at the *same* hex, in which case their strengths are totalled into *one* aggregate bombardment attack.

[5.8] An attack may be made which combines the strength of adjacent units with that of bombarding artillery.

The strength of the artillery unit is simply added to that of the adjacent attacking units. Note that if the Enemy is in more than one hex, the contributing bombarding artillery need have only *one* of the Enemy occupied hexes in range in order to add its strength to the attack. This is the exception to Case 5.4.

[6.0] Combat Resolution

How Attacks are Evaluated and Resolved

GENERAL RULE:

An 'attack' is defined as the comparison of the strength of a specific attacking force with that of a specific defending force resolved by the throw of a die in connection with the Combat Results Table. The results may affect either or both the attacked and the defender.

PROCEDURE:

The attacking Player totals the Combat Strength of all of his units that are involved in a given attack and compares the total with the total Combat Strength of the Enemy unit or units being attacked. The resulting comparison is called the Combat Ratio. The Player locates the column heading on the Combat Results Table that corresponds to the Combat Ratio. He rolls the die and cross indexes the die number with the Combat Ratio column and reads the result. The indicated result is applied immediately, before going on to any other attacks. When he has made all of his attacks, the Player announces the end of his Combat Phase.

CASES:

[6.1] The attacking Player must announce which of his units are involved in a given attack against a specific defending unit or group of units.

He must calculate and announce the Combat Ratio, specifying which of his units are participating in the attack, before it is resolved. He may resolve attacks in any order he chooses. Once the die is thrown, he may not change his mind.

[6.2] The calculated Combat Ratio is always determined to represent a specific column of results on the Combat Results Table.

If the Combat Ratio in an attack is higher (or lower) than the highest (or lowest) shown on the table, it is simply treated as the highest (or lowest) column available. Note that the Combat Ratio is always a simplified version of the literal ratio. For example, if *eleven* Combat Strength Points attack *four* Combat Strength Points, the Combat Ratio is simplified to '2 to 1.' Ratios are always rounded off in favor of the defender.

The attacker may deliberately *lower* the Combat Ratio, if he so desires, simply by announcing the fact before throwing the die. This is sometimes advantageous (see the Combat Results Table).

[6.3] The abbreviations on the Combat Results Table will indicate that units are either retreated or destroyed.

Ae = Attacker eliminated; all units involved in the attack are destroyed (except bombarding artillery). Defending unit has the option to advance after combat.

Ar = Attacker retreats; all units involved in the attack (except bombarding artillery) are forced to move one hex away from the

defender. Defending unit has the option to advance after combat.

Ee = Equal elimination; the defending force is eliminated and the attacking force must lose a number of Combat Strength Points at least equal to the printed value of the defending force. If any attacking units survive, one of them may advance after combat. Bombarding artillery can never suffer from this result.

Dr = Defender retreats; the defending unit is forced to move one hex away from the attacking unit(s). One of the attacking units may advance after combat.

De = Defender eliminated; the defending unit is destroyed. One of the attacking units may advance after combat.

[6.4] Units may be retreated (by their owners) only into 'safe' hexes.

A 'safe' hex is defined as a traversable hex, not in an Enemy Zone of Control. If there is no safe hex available, the unit is destroyed instead. A 'traversable' hex is one that the unit could legitimately enter during a Movement Phase.

[6.5] When the only 'safe' hex is occupied by a Friendly unit, that unit may be displaced.

The displaced unit must itself have a hex to retreat to (if not, the original unit is destroyed instead of causing displacement). The displaced unit may itself cause a displacement in a sort of chain reaction of retreats.

Note that a retreating unit may *not* displace an artillery unit that has yet to perform a *required* bombardment attack. A 'required' bombardment attack is one that is made when some other Friendly unit is in the Zone of Control of the Enemy unit being bombarded and that Friendly unit is attacking still another Enemy unit.

[6.6] When a hex is vacated as a result of combat, a single victorious participating unit may advance into that hex.

Such an advance as a result of combat is an option which must be exercised immediately before going on to resolve any further combat in that Phase. A unit is never forced to advance after combat. A unit *may* advance into an Enemy controlled hex (even when advancing directly from an Enemy controlled hex).

[6.7] Movement during the Combat Phase does not expend Movement Points.

Retreats and advances are, technically, not considered to be movement.

[6.8] An artillery unit that is not adjacent to the unit that it is attacking is not affected by adverse combat results.

When an artillery unit is bombarding or making a combination attack (as described in Case 5.8), it is totally unaffected by combat results. Even in the case of an 'Ee' result, the defender is destroyed but the artillery unit is unaffected. Bombarding artillery units may *voluntarily* retreat after combat when they obtain an 'Ae,' 'Ar,' or 'Ee' result.

[7.0] Reinforcement

How Additional Units Enter the Game

GENERAL RULE:

In addition to the force with which he starts the game, the Allied Player receives Prussian units during the Movement Phase of Game-Turn Three.

PROCEDURE:

At any time during the specified Movement Phase, newly arriving units may enter the map in non-Woods hexes of hex-column 2300 (i.e., the easternmost hex column).

CASES:

[7.1] When reinforcements arrive on the map, they behave identically to units already on the map.

When reinforcements are placed in an entry hex, the arriving unit must pay one Movement Point for entering that hex. When more than one unit enters in the same place, they enter singly without regard to which one entered first (i.e., it *doesn't* cost subsequent units more to enter the map because they are entering "behind" the first unit). The units move (and they may participate in combat) in the Player-Turn of arrival.

[7.2] Units may never be placed in an entry hex that is Enemy occupied or which is in Enemy Zones of Control.

They may never be placed in an entry hex under conditions which will force a violation of the movement rules (i.e., too many units in the hex at the end of the Movement Phase).

[7.3] The entry of reinforcements may be delayed for as long as the Player wishes.

Should the Player so desire, he may hold back all or part of the reinforcements due him in any given Game-Turn. He should keep a record of any such delayed reinforcements. He need not re-schedule their appearance; they may be brought in at will in any of his subsequent Movement Phases. They must still enter by means of the proper entry hex.

[8.0] How the Game Is Won

Demoralization and the Conditions of Victory

GENERAL RULE:

It is the object of both Players to destroy forty Enemy Strength Points before losing forty Friendly Strength Points. The French Player has the additional objective of exiting seven units off the north edge of the map (through the hexes indicated on the map).

PROCEDURE:

As losses accumulate during the game, the Players should array the destroyed counters off the map in easily counted groups. Players should be especially alert to

losses when the forty Strength Point limit is approached.

CASES:

[8.1] The Allied Player wins by destroying forty French Combat Strength Points before losing forty of his own.

If this happens, the game stops *immediately* and the Allied Player is declared the winner.

[8.2] The Allied Player is demoralized *immediately* upon losing forty Combat Strength Points.

When demoralized, all Allied attacks (including those made by Prussian units) are *reduced* by one ratio column (for example a three-to-one becomes a two-to-one).

When demoralized, all French attacks are *raised* by one ratio column (for example a one-to-two becomes a one-to-one).

If the Allies destroy forty French Strength Points *after* losing forty of their own, this does *not* demoralize the French nor does it benefit the Allies in any way. The only hope for a demoralized Allied Player is to prevent the seven French units from exiting the map (thereby drawing the game).

[8.3] The French Player wins by demoralizing the Allies and exiting seven French units from the map.

The units must exit from the indicated hexes during one or more French Movement Phases. Units may not exit the map as a result of combat (if forced to do so they are considered destroyed instead). French units that exit the map during their Movement Phase are *not* considered destroyed. More than seven French units may exit the map and they may do so before and/or after the Allies lose forty Strength Points. Once the minimum French Victory conditions have been achieved the game stops immediately and the French Player is declared the winner.

[8.4] The game is a Draw if neither side fulfills its victory conditions.

If the French destroy forty Allied Strength Points but fail to exit their seven units before the end of the game or if neither Player destroys forty Strength Points, the game is a draw (which is, in historical terms, an Allied moral victory).

If by some freak chance, *both* armies reach the forty or greater loss level at the *same instant* of combat (due to an "Ee" result) then the French Player would win if he had already exited the seven units from the map; otherwise, the Allied Player would be declared the victor.

[9.0] The Grouchy Variant

GENERAL RULE:

For the sake of variety and historical experimentation, the Players may opt (before the start of the game) to include the possibility of the appearance of additional French forces (under the command of Marshal Grouchy) as well as a greater or lesser Prussian reinforcing group.

PROCEDURE:

Before the start of the game, each Player takes a set of chits numbered 1 through 6, turns them face down, selects one at random and keeps it secret until the end of the game. This number is the key number that indicates what reinforcement variant is in effect for that game.

CASES:

[9.1] The additional French and Prussian forces are labelled "Gt5v" on their faces.

This code is shorthand for "possible entry into the game on Game-Turn Five — variant."

[9.2] Any additional French or Prussian forces arrive on the same mapedge and within the same rules as the regular Prussian reinforcement contingent.

[9.3] French Reinforcement Codes

1, 2, or 3 indicates no change; i.e., Grouchy does not arrive with any additional forces.

4 or 5 indicates that Grouchy arrives with one 5-4, two 4-4's, one 2-5, and one 3-3 on Game-Turn Five.

6 indicates all French reinforcements are available on Game-Turn Five.

[9.4] Prussian Reinforcement Codes

1 indicates no change from standard game.

2 indicates no Prussian reinforcements arrive at all (including the units normally received on Game-Turn Three).

3 indicates normal Prussian reinforcements are delayed until Game-turn Five. No additional units are received.

4 indicates reduced Prussian reinforcements arrive on Game-Turn Three — only one 5-4, one 4-4, one 3-5, and one 3-3. No other reinforcements are available.

5 indicates regular Prussian reinforcements arrive on Game-Turn Three. One 5-4, one 4-4, one 3-5, and one 3-3 arrive on Game-Turn Five.

6 indicates all regular Prussian reinforcements arrive on Game-Turn Three plus all other available Prussian units arrive on Game-Turn Five.

[9.5] Players should feel free to invent their own variations on these reinforcement options.

The forces that could have arrived on the main field of battle were highly variable and there was a great deal of confusion amongst those in command.

Napoleon at Waterloo Design Credits

Game Design:

James F. Dunnigan
Grouchy Variant by A. A. Nofi

Graphics and Rules

Redmond A. Simonsen

Editorial and Graphic Production:

Rosalind Fruchtman, Ted Koller, Mike Moore, Manfred F. Milkuhn, Bob Ryer

MILITARY UNIT SYMBOLS *by Redmond A. Simonsen*

A General Explanation of Their Use and Meaning Especially with Regard to Their Employment in SPI Games, Maps and Diagrams








The military symbol is a kind of graphic shorthand which permits virtually any type of military unit to be depicted in a compact easily recognizable form. In materials produced by Simulations Publications, they are most commonly found in organization diagrams, campaign maps, and on the playing pieces of conflict simulation games. The armed services of our country (and most foreign armed services) use them for much the same purposes.

The object of this data-sheet is to brief our readers on the proper use of these symbols; to provide a comprehensive guide to their meaning; and to supplement the standard symbols with those that have special application in simulation games. The basic reference used to research this brief is United States Army Field Manual 21-30 (which contains more than you'll ever want to know about military symbols).

Prior to the publication of this data-sheet, SPI did not strictly adhere to the proper use of these symbols and so readers may find SPI material which is at variance with the data set forth in this brief. We will continue to invent "local" symbology where it is deemed most effective and convenient, but for the most part, we will endeavor to conform to the U.S. Army system (which is a very good one, even if FM 21-30 tends to beat the subject to death in the time-honored tradition of Army Field Manuals everywhere).

THE BASIC SYMBOL

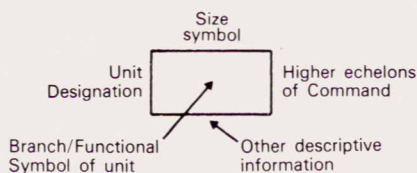
Simple geometric shapes form the body of the basic symbols used to represent units, installations and activities.

- | | |
|--|---|
|  | 1. A unit |
|  | 2. A headquarters or element of a headquarters |
|  | 3. An observation post |
|  | 4. A logistical support unit (brigade-level trains and below) |
|  | 5. An administrative or logistical installation |
|  | 6. A logistical unit within a logistical chain of command |
|  | 7. A logistical command headquarters within a logistical chain of command |

DEVELOPING THE BASIC SYMBOL

By placing other symbols within the basic shapes, specific types of military units can be described. A symbol denoting the size of the organization is placed on top of the basic shape, and the name (designation) of the unit is placed to the left of the basic shape. Two higher echelons of command can be noted to

the right of the basic shape. Other information contributing to the identity of the unit may be placed directly below the basic shape (such as basic organic weapons or vehicles).



THE SYMBOLS USED TO DESCRIBE UNIT-TYPES
















There exists a whole "vocabulary" of symbols which when used independently or in combination can describe virtually any unit-type. These symbols fall into two main groups:



1. *Branch symbols* (which in themselves stand for the various major branches within the Army).

2. *Functional symbols* (role or environment-describing symbols).

Branch symbols can be used independently, or in combination with other branch symbols or functional symbols. Functional symbols are rarely used independently. Note that those branch and functional symbols which have little application to simulation usage are not included in this brief (e.g., Finance, Data Processing, Topographic, etc.).

BRANCH SYMBOLS

- | | |
|---|---------------------------|
|  | 1. Air Defense |
|  | 2. Armor |
|  | 3. Chemical |
|  | 4. Coastal Artillery |
|  | 5. Cavalry/Recon |
|  | 6. Engineer |
|  | 7. Field Artillery |
|  | 8. Infantry |
|  | 9. Medical |
|  | 10. Military Intelligence |
|  | 11. Military Government |
|  | 12. Military Police |
|  | 13. Ordnance |
|  | 14. Quartermaster |
|  | 15. Signal |







- | | |
|---|------------------------|
|  | 16. Transportation |
|  | 17. Veterinary-remount |

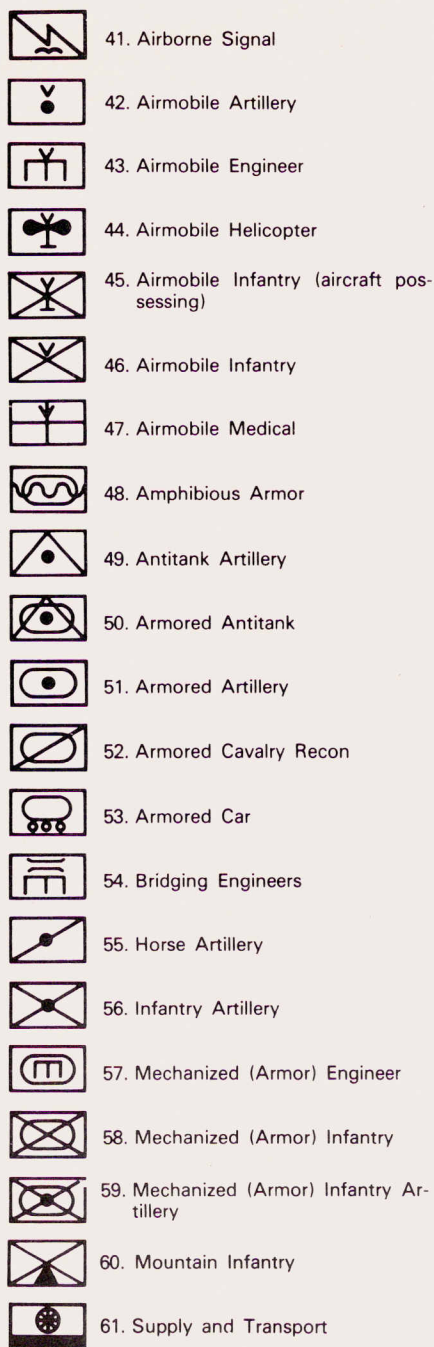
FUNCTIONAL SYMBOLS

- | | |
|---|---|
|  | 18. Airborne |
|  | 19. Amphibious |
|  | 20. Antitank |
|  | 21. Army Aviation |
|  | 22. Electronic Warfare |
|  | 23. Irregular Forces |
|  | 24. Temporarily Motorized |
|  | 25. Motorized (cross-country) |
|  | 26. Mountain |
|  | 27. Parachute (jump-qualified; not assigned to airborne unit) |
|  | 28. Psychological Warfare |
|  | 29. Repair and Maintenance |
|  | 30. Replacement |
|  | 31. Rocket/Missile |
|  | 32. Supply |
|  | 33. Airmobile (organic to airmobile organizations) |
|  | 34. Airmobile (unit possesses the aircraft to perform airmobile operations) |

BRANCH AND FUNCTIONAL SYMBOLS COMBINED

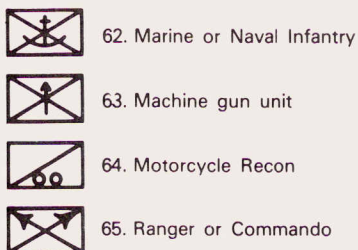
The preceding symbols can be combined (sometimes using additional specialized symbols) to create a whole range of unit symbols:

- | | |
|---|-----------------------------|
|  | 35. Air Cavalry |
|  | 36. Airborne Armor |
|  | 37. Airborne Artillery |
|  | 38. Airborne Infantry |
|  | 39. Airborne Medical |
|  | 40. Airborne Reconnaissance |



NON-STANDARD SYMBOLS

The following symbols are not to be found in FM 21-30, but rather have been developed by SPI for use in special applications.



WORLD WAR TWO ERA SYMBOLOGY

The following symbols (some of which are antecedents of contemporary symbols) will sometimes be found in use in SPI material.



ORGANIZATIONAL SIZE SYMBOLS

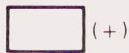
In order to indicate the size of the unit being depicted, the following symbols are placed on top of the basic symbols. Note that the organizations in parentheses are the approximate U.S. Air Force organizational equivalents.

| | |
|--|--------|
| Squad | • |
| Section | •• |
| Platoon (Section) | ••• |
| Company, Battery, Troop, (Flight) | I |
| Battalion (Squadron) | II |
| Regiment (Group) | III |
| Brigade | X |
| Division (Wing) | XX |
| Corps (Air Division) | XXX |
| Army (Numbered Airforce) | XXXX |
| Army Group (Major Air Command) | XXXXX |
| Theater of Operations — not in FM 21-30 — | XXXXXX |

When it is necessary to indicate that a unit is markedly understrength due to losses or detachments, a minus sign is parentheses will appear to the right of the unit symbol:



When it is necessary to indicate that a unit has been substantially reinforced, a plus sign parentheses will appear to the right of the unit symbol:



A task force (temporary grouping of units under one command) will be indicated by an upside down "U" shaped bracket over the approximate size symbol:



A battlegroup (or Kampfgruppe) will be indicated by the replacement of the usual size symbol with the abbreviation BG (or KG). Note this is an SPI usage, not in accordance with FM 21-30.



A cadre (i.e., the experienced personnel remnants of a destroyed or disbanded unit) will be indicated by the replacement of the usual

size symbol with the abbreviation CDR (SPI usage).



EXAMPLES OF SYMBOLS IN USE

The 1st Battalion of the 3rd Brigade/42nd Infantry Division:



The 3rd Brigade of the 42nd Infantry Division/5th Infantry Corps:



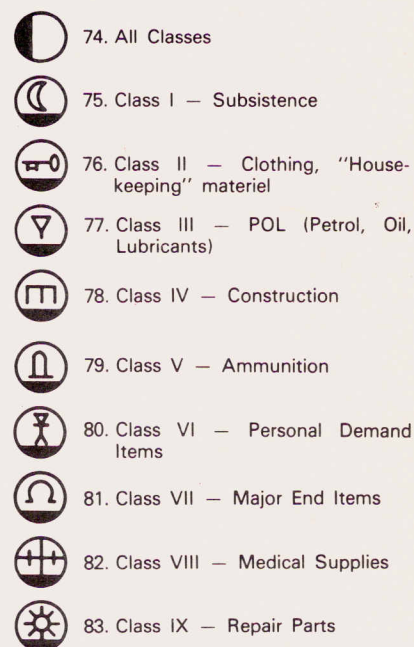
The 42nd Infantry Division of the 5th Corps/8th Army:



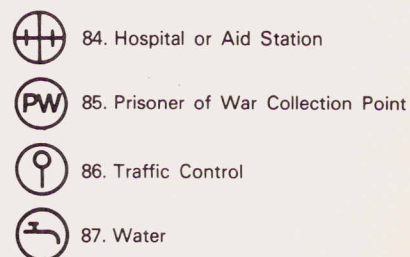
Note that the above usage is a mixture of FM 21-30 usage and a simplified SPI usage.

LOGISTICAL INSTALLATIONS AND ACTIVITIES

Only the main classes of supply installations are shown (there are many other, more specific variations).



MISCELLANEOUS INSTALLATIONS



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To STRATEGY & TACTICS

MAGAZINE and MOVES MAGAZINE

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