

Napoleon at Waterloo / Advanced Game Expansion Kit

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INTRODUCTION

This game is an escalation of the basic game into more complex rules and game procedures, which represent more realistic detail, though both games are equally valid in result. The real purpose behind this greater complexity is to more accurately represent the influences affecting command decisions, by presenting the complexity of tactical detail facing the original commanders.

RULES OF PLAY

Most of the rules of the original basic game continue to apply in the advanced game; as such, the additions will be given, and the specific rules supplanted will also be stated by the original categories of rules. The components are as follows:

The mapsheet remains the same, although terrain effects change (see Terrain Effects Chart); The unit counters are more numerous, since brigades are the basic level of combat units, rather than divisions as in the basic game; however the information presented on the units still retains the same placement and meaning, and the three basic types of units also remain the same.

infantry	
cavalry	
artillery	
horse artillery	

(treated in all circumstances as artillery)

URNS OF PLAY

This procedure remains the same, with the exception that each Combat Phase is composed of two segments as follows: Step 2a. French Player resolves all artillery bombardment attacks; Step 2b. French Player resolves all ground combat. The same would apply to the Allied Player in Step 4.

ZONES OF CONTROL

Additional cases:

(1.) Friendly units may enter an Enemy unit's Zone of Control, but this is done at an additional movement cost above and beyond the ordinary cost of moving one hex; the ordinary one-hex movement cost is one Movement Point; entering an Enemy Zone of Control expends an additional Movement Point, for a total of two Movement Points for entering an Enemy Zone of Control.

(2.) Leaving an Enemy Zone of Control may not be done by infantry and artillery units; cavalry units may leave Enemy Zones of Control at will, at an additional movement cost of one Movement Point for the first hex entered.

(3.) Infantry and artillery units may not move from one Enemy Zone of Control to another, as they may never leave such zone. Cavalry

units may move from one Enemy Zone of Control to another by paying all of the movement costs inherent in doing so: one Movement Point for entering a clear terrain hex, one for leaving an Enemy Zone of Control and one for entering an Enemy Zone of Control, or a total of three Movement Points for moving that one hex. Cavalry units may move through as many Enemy Zones of Control as they have Movement Points to expend in order to do so.

(4.) These provisions suspend cases C and D of the basic game rules.

MOVEMENT

(1.) There are two basic types of hexes which may be entered by units: clear terrain and woods hexes. Each terrain type carries a movement cost for entering that hex; for clear terrain it is one Movement Point, while for woods it is four Movement Points. No unit may enter either type of hex unless it has at least that number of Movement Points remaining from its Movement Allowance. These movement costs may be modified by the presence of Enemy Zones of Control.

(2.) Units may finish their movement on Friendly units; however there may never be more than three Friendly units in the same hex at the end of a Friendly Movement Phase; any excess which could not be avoided must be removed and considered destroyed.

(3.) Cavalry units may move through Enemy Zones of Control; see those rules for greater details. They may also move out of an Enemy Zone of Control.

(4.) Units may enter woods hexes at the movement cost as given on the Terrain Effects Chart; movement on roads through woods hexes remains the same as clear terrain hexes.

(5.) These provisions supplant cases C, F, G, H, and J of the basic game rules.

COMBAT

General Rule:

Attacks take place during the Combat Phase of a Player's Turn. The Player may only attack adjacent units (exception: see artillery rules), but he is under no obligation to attack any Enemy units, even if adjacent. Attacking is always voluntary. All artillery attacks are resolved first, and then ground combats are resolved in turn. Combats of each type may be resolved in any order the Attacker wishes.

Cases:

(1.) No defending unit may be attacked more than twice during a Game-Turn; one attack must be of artillery bombardment type, and the other of ground combat type. There may only be one attack of each type.

(2.) All units stacked together must be attacked in total; there may not be more than one type of attack into a given hex, and all the units in that hex must be attacked and must defend.

(3.) Units may only advance after combat (into hexes vacated by destroyed or retreated Enemy units) if the advancing units are not in an Enemy Zone of Control (other than that of the vacating unit) at the start of the advance.

(4.) Units defending in town hexes double (not triple) their Combat Strength (on defense only).

(5.) These provisions supplant cases B, C, D, H, and J.

ARTILLERY

(1.) Artillery may only attack by means of bombardment; all artillery attacks are resolved separately from other combats.

(2.) Any number of artillery units within one or two hexes of the defending units may combine their Combat strengths in attacking a defending unit(s).

(3.) Artillery units may never cooperate with other (cavalry and infantry) attacks.

(4.) Artillery may never fire through woods hexes or intervening Friendly units; however if there is an alternate, equally direct line of fire not blocked, the artillery may fire.

(5.) All defending units in the target hex must be attacked, and must defend.

(6.) A single artillery unit may never attack more than one hex per Combat Phase; each hex attacked by artillery fire is a separate combat.

(7.) When an attack fails, the attacking artillery suffers no adverse effects: i.e. Attacking Artillery is *NEVER* destroyed or retreated as a result of its own failed attacks. (Artillery units may *voluntarily* subject themselves to an "Attacker Retreat" result at the discretion of the attacking Player.)

These provisions supplant cases A, B, D, and F in the basic game rules.

HOW THE GAME IS WON: DEMORALIZATION AND THE CONDITIONS OF VICTORY

There are varying levels of victory that may be achieved by each Player that to some extent evaluates how well (or poorly) he has won. These levels of victory are, in increasing value, "Marginal," "Provisional," and "Decisive."

The French Player achieves a Marginal Victory if he has demoralized the Allies; he achieves a Provisional Victory if he destroys Allied units whose Combat Strengths total 150 Combat Points; he achieves Decisive Victory if he moves a total of fourteen combat units and the Napoleon unit off the edge of the mapsheet indicated by the arrows at any time during the ten Game-Turns. Units once moved off may not return.

The Allied Player achieves a Marginal Victory by destroying 75 French Combat Points; he achieves a Provisional Victory by destroying 100 Combat Points; he achieves a Decisive Victory by eliminating the Napoleon unit, or demoralizing the French (before the French demoralize the Allies).

Obviously it is possible for both Players to achieve a level of victory. When this occurs, simply rate each Player's performance on a one-to-three scale, subtract the lesser from the greater, and convert the result to the appropriate level of victory.

Example: the French achieve a Decisive Victory, and the Allies a Provisional; this converts to three less two, leaving the French with only a Marginal Victory.

Demoralization

Whichever side destroys 90 Enemy Combat Strength Points benefits from the demoralization of his opponent; demoralization only affects British and French units, **never Prussian**. Demoralization takes effect immediately, even if achieved prior to the end of a Combat Phase in progress. Once a Player is demoralized, he remains so until the end of the game. **Only one Player** may be demoralized; if the other subsequently loses 90 Combat Strength Points, he is not demoralized or affected in any way.

Cases (for Demoralization and Victory Conditions):

(1.) The game proceeds to the end of the tenth Game-Turn, at which time the Players' performances are evaluated in terms of the various Victory Conditions.

(2.) **Effects of Demoralization.** Whenever a Player becomes demoralized, the ability of his units to prevent Enemy units from leaving their Zone of Control is lost (for Allied Player, only British units lose this ability). The demoralized Player's units, however, may still not depart from Enemy Zones of Control, except for cavalry units. The opponent of the demoralized Player receives two benefits: **all** of his units double their Combat Strength for both attack and defense (this effect includes French vs. Prussians), and **all** of his units may move through and depart from Enemy Zones of Control, at the same movement cost penalty as cavalry units ordinarily expend.

(3.) Prussian losses are counted toward the loss for demoralization of the Allied Player, although the effects of an Allied demoralization are not applied to these units, with the exception that the increased French Combat Strengths apply to the Prussians as well as the British. If the French are demoralized, **all** Allied units share in the benefits of this demoralization.

(4.) If by some freak accident, both sides would be demoralized at the same instant due to an exchange result on the Combat Resolution Table, the **Defending Player** is demoralized.

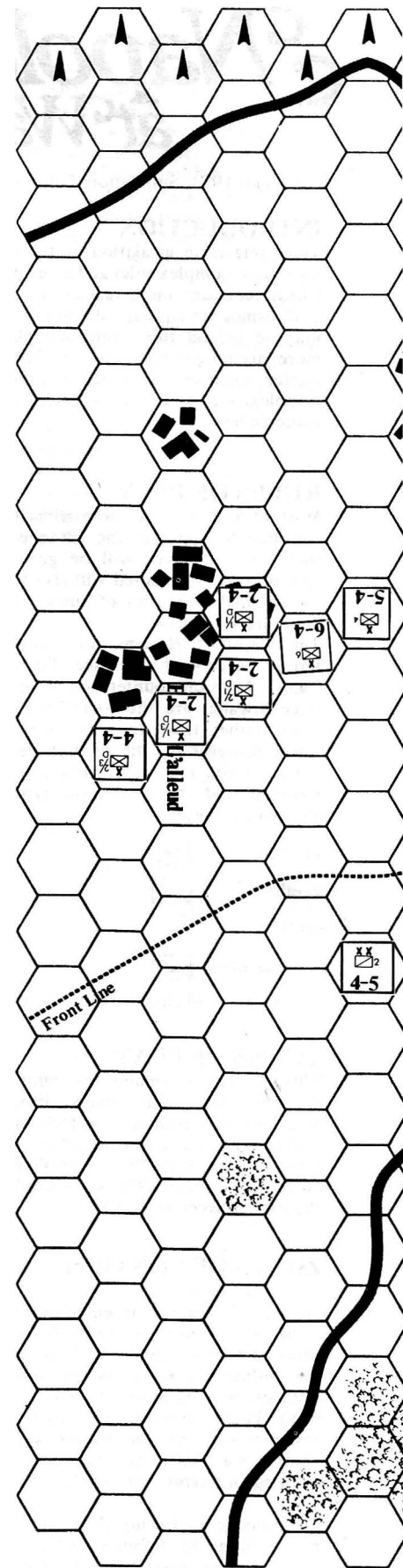
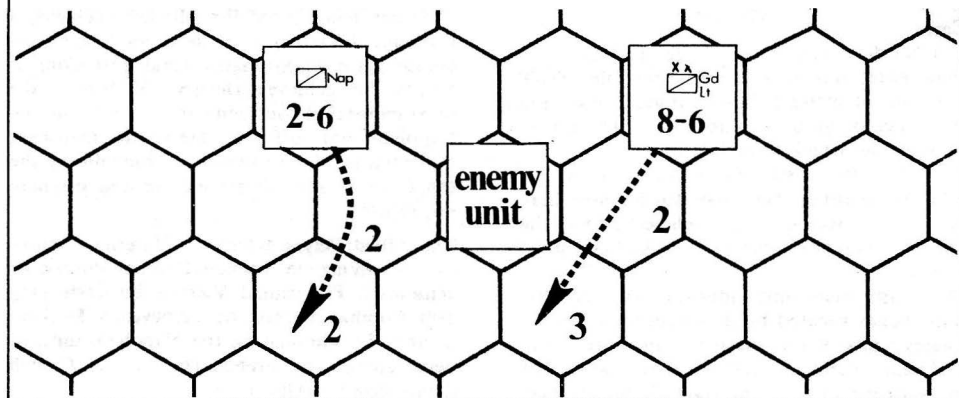
(5.) These provisions supplant all basic game rules except cases B, C, and D.

TERRAIN EFFECTS CHART

Terrain affects movement and combat as described below:

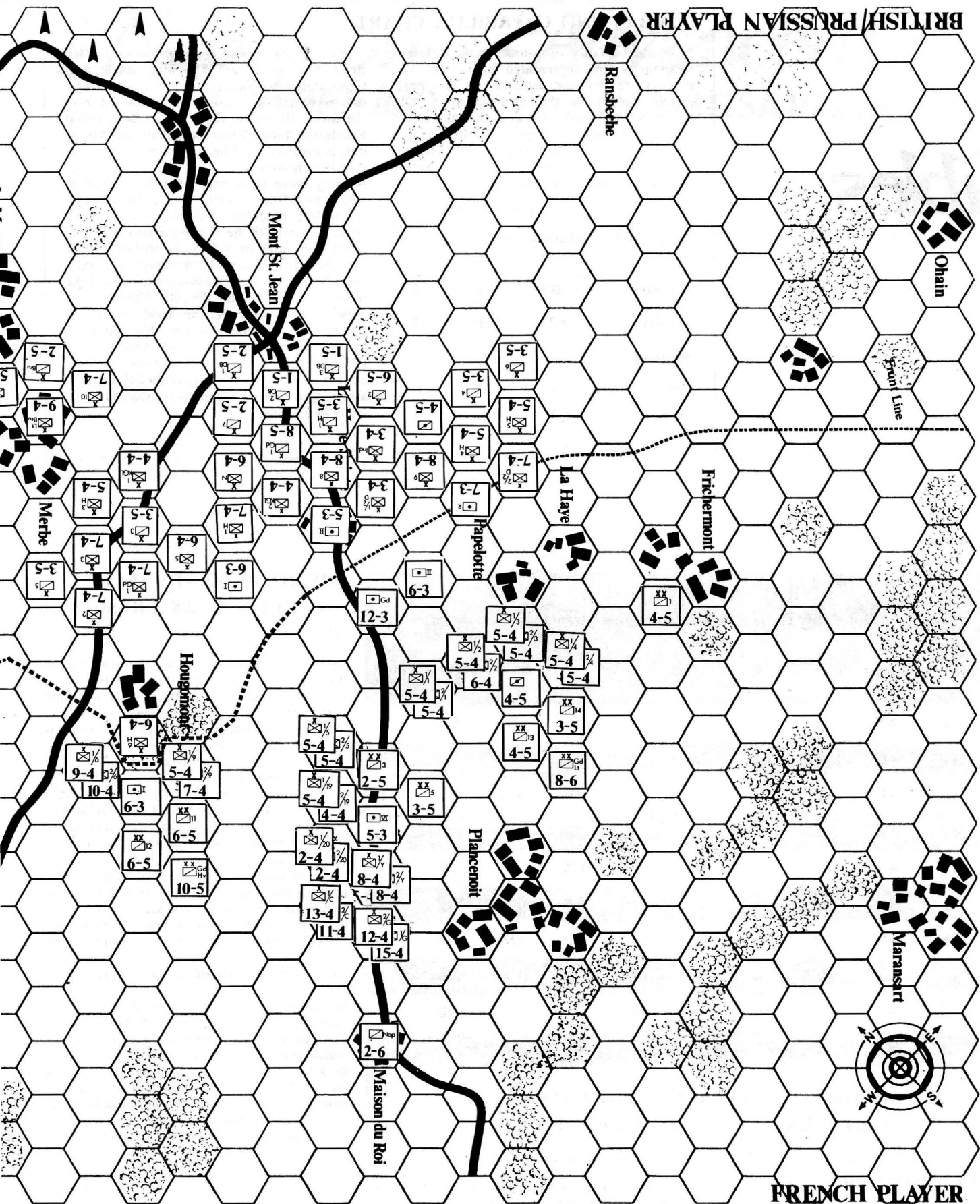
Type of Terrain	Effect on Movement	Effect on Combat (when unit is defending on terrain)
Clear Terrain & Clear Terrain/Roads	Costs one Movement Point per hex	No effect
Towns	Costs one Movement Point per hex	Defending unit doubles its Combat Strength; remains normal when attacking
Woods	Costs four Movement Points per hex	all attacks have their odds column reduced by one; i.e., a two to one becomes a one to one.
Woods/Roads	Costs one Movement Point per hex	

Zone of Control/Movement Costs Example



SETTING UP THE GAME

There is included a NAW Advanced Game Initial Deployment Chart which indicates to the Players the placing of the new units provided. All other matters concerning setting



up the game remain the same but for this.

In addition the Prussian appearance is no longer the same; rather they appear spread over a number of Game-Turns. They appear as follows, using the new units:

Game-Turn No.	Prussian Units
3	one 6-4, nine 5-4, two 3-4, one 7-5, one 6-3
5	five 6-4, one 5-4, one 4-5, one 7-3
6	two 6-4, nine 5-4, one 4-4, one 12-5, one 9-3

In all cases the Prussians enter at the beginning of the Allied Movement Phase of the indicated Player-Turn. The first hex they are placed on counts as the first hex of their movement.

Tables

COMBAT UNIT CAPABILITY CHART

It should be fairly obvious that the different weapons systems represented in the game, i.e., infantry, cavalry and artillery, are not completely comparable; thus a cavalry unit would be more powerful attacking infantry than attacking cavalry. To represent this, the die-roll is modified by the following additions and subtractions to the die-result before computing the result in the Combat Resolution Table.

ATTACKER	DEFENDER		
	infantry	cavalry	artillery
infantry	0	-1	-1
cavalry	+2	+1	-1
artillery:			
<i>firing one hex</i>	0	0	0
<i>firing two hexes</i>	-2	-1	-1

The chart is reasonably straightforward when single unit types are attacking single unit types; thus when an infantry unit is attacking a cavalry unit, "one" would be subtracted from the die-result before reference to the Combat Resolution Table. When more than one type of unit is involved in either attack or defense, the attacker chooses from his types of units (if he is using more than one type), the mode of attack he wishes to make, i.e., either infantry or cavalry; the defender then chooses from his types of units (if he is using more than one type), the mode of defense he wishes to have (i.e., infantry, cavalry, or artillery); the resultant choices are then cross-referenced, and the result applied to the die-roll. The attacker must tell the defender his mode of attack before the defender chooses his mode of defense. Exception: when both Attacker and Defender have both infantry and cavalry units, neither may choose the cavalry mode. Artillery attacking at mixed ranges is considered to be firing two hexes.

COMBAT RESOLUTION TABLE

Probability Ratios: Attack to Defense Strengths

Die Result	1 to 4	1 to 3	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	Die Result
-1	AE	AE	AE	AE	AE	Ar	Dr	Dr	EX	-1
0	AE	AE	AE	AE	Ar	Ar	Dr	EX	EX	0
1	AE	AE	AE	Ar	Ar	Dr	Dr	EX	DE	1
2	AE	AE	Ar	Ar	Dr	Dr	Dr	EX	DE	2
3	AE	AE	Ar	Ar	Dr	Dr	EX	DE	DE	3
4	AE	AE	Ar	Dr	Dr	Dr	EX	DE	DE	4
5	AE	AE	Ar	Dr	Dr	EX	DE	DE	DE	5
6	AE	Ar	Dr	Dr	EX	DE	DE	DE	DE	6
7	AE	Ar	Dr	Dr	EX	DE	DE	DE	DE	7
8	Ar	Ar	Dr	EX	DE	DE	DE	DE	DE	8

Attacks at greater than "6 to 1" are treated as "6 to 1"

Attacks at less than "1 to 4" are treated as "1 to 4"

THE RULES OF ADVANCE AND RETREAT AS A RESULT OF COMBAT

As in the Standard Game, the victorious Player decides which direction the retreating units will be moved. This decision must be made within the following restrictions: If a vacant hex (not in Enemy Zones of Control) is available, the retreating unit must be retreated into it. If no vacant hex is available, the retreated unit must be retreated into a hex occupied by the lowest number of Friendly units (not in Enemy Zones of Control). If the only hex available is one which is occupied by three Friendly units, the retreated unit is placed in that hex. This results in the "disruption" of one of the uninvolved units in that hex (in the same fashion as in the Standard Game). In other words, the stacking limit in a hex may not be violated and for each unit forced to retreat into a hex occupied by three uninvolved Friendly units, one of the uninvolved units is "bumped-out" (disrupted).

Victorious units may advance into hexes vacated by retreated units only if the victorious units do not begin their advance from a hex which is in an Enemy Zone of Control (other than the Zone of Control of the units which are in the process of retreating). Victorious units may only advance into a hex which was vacated by retreating units with which the advancing units were directly involved in combat

COMBAT RESOLUTION TABLE

The meanings of the various combat results are the same as in the Standard Game. Note that results are provided for ten possible outcomes as opposed to the six possible results available from a die roll. This results from the modification of the die result by the Combat Unit Capability Chart dependent on the mix of

units involved in any particular combat situation. See this chart for greater details.

Remember that artillery must attack separately from any other units, that these combats are resolved first, that only "DE" and "Dr" results are applied and that artillery may never advance after combat.