Wellington's Victory

The Battle of Waterloo

- **Four-color 68" x 44" contour map in four sections**
- **Innovative Fire and Shock Combat mechanics**
- **Line, Column, Square, Skirmish and Cavalry formations**
- **Hougomont, La Haye Sainte and Plancenoit Scenarios**
- **40 Game-Turn Grand Battle Scenario**

Wellington's Victory is a grand tactical simulation of the Battle of Waterloo which occurred on June 18, 1815, at a minor crossroads south of Brussels, Belgium. The battle marked the first and only encounter of history's two most renowned generals, Sir Arthur Wellesley, Duke of Wellington, and Napoleon Bonaparte, Emperor of France. A brutal day-long French assault against the British held ridge brought Wellington's army to the brink of defeat. By late afternoon, however, the arrival of Wellington's Prussian allies tipped the odds decisively against the French. Obliviously, Napoleon chose to stake his empire on the outcome of a final attack by his most trusted troops of the Imperial Guard. At dusk, along the summit of the ridge, the French Guard columns encountered the British infantry arrayed in contrasting linear formations. The moment of Wellington's victory had finally arrived!

For over a century and a half, Wellington's victory over Napoleon at Waterloo has remained the most widely studied event in military history. Thus, it is not surprising that Waterloo has already been the subject of several simulation games. Most of these differ significantly from *Wellington's Victory* in that they focus on the strategic aspects of the 1815 Campaign while *Wellington's Victory* concerns only the tactical resolution of the situation on the battlefield on the afternoon of June 18. For precisely this reason, *Wellington's Victory* offers Players a unique opportunity to study the Waterloo battle itself, isolated and in detail.

Unlike any previous Waterloo game, *Wellington's Victory* was designed to accurately convey the tactical complexity of Napoleonic warfare from the history book to the game map. The quest for historical accuracy began with the decision to employ a detailed relief map which could accurately recreate the fields of fire available at Waterloo. *Wellington's Victory* is played on an innovative game map composed of four 34" x 22" map sections on which significant differences in ground contours are differentiated by color. There are five distinct contour levels depicted on the map as well as an extremely accurate survey of all of the battlefield terrain features including Hougomont, La Haye

Sainte, and almost every other farm and dwelling, woods and orchards, streams and ponds, and raised and sunken roads.

Each of more than 500 French, Prussian and Anglo-Dutch combat and command units are fully identified by battalion, regiment, brigade, divsion and corps designations as well as numerical game values which differentiate each unit's strength, effectiveness, and mobility. This impressive and attractive Order of Battle was painstakingly researched to provide an unusually detailed depiction of the strengths and weaknesses of the three contending armies as well as each and every historical unit which saw action on the field of Waterloo.

Of course, on the whole, it is the game system rather than the game components which truly sets *Wellington's Victory* apart from the ever growing number of simulations available. From the outset, the scale and subject of the game demanded an innovative design, so new game concepts were developed from a retrospective study of virtually every set of Napoleonic miniatures rules published in the past five years. The resulting game system, a truly unique hybrid of miniature and boardgame concepts, is sure to exert a strong influence on both branches of wargaming for many years to come.

The game utilizes a fifteen minute Game-Turn. Each mapsheet hex represents a distance of 100 yards. Each Strength Point represents 100 infantry or cavalry troops or one gun or howitzer within an artillery battery. Each Game-Turn employs a unique, asymmetrical, sequence of play in which Players alternately participate in a series of Phases covering activities which include the execution of chain of command mechanics (such as activating and committing reserve formations and initiating cavalry charges), rallying disordered and routed units, executing facing and formation changes (including a repertoire of infantry formations such as column, line, square and open order or skirmish formation), regular and grand tactical movement, and finally executing artillery and small arms fire as well as infantry and cavalry shock combat.

The Fire and Shock Combat mechanics which decide the battle were also designed

to yield realistic results without sacrificing playability. Fire resolution requires no arithmetic calculation since each unit fires separately. The Relative Firepower Table used to resolve Fire Combat is a new type of CRT which directly interrelates the strength, formation and quality of the firing unit with the formation and terrain cover employed by the defending unit. The Shock Combat Table is also unique in that it employs an "odds" comparison to account for Troop strength differences between the attacker and defender *and* a "differential" comparison to account for any qualitative difference between the opposing forces. Losses, which are recorded directly on the map by placing a Strength marker under the unit suffering casualties, may result from either Fire or Shock combat. In general, however, Shock Combat is depicted as a "morale showdown" more useful for gaining ground than inflicting casualties.

Morale, which Napoleon deemed to be three times as important as numerical strength on the battlefield, is emphasized to an unprecedented degree in *Wellington's Victory*. The concept of unit morale is accurately accounted for in the Effectiveness Rating assigned to every infantry battalion, cavalry regiment and artillery battery crew. On a higher level, the concept of army morale figures prominently in the victory conditions of each scenario, including the 40 Game-Turn Grand Battle Scenario covering the entire battle from noon until nightfall. (Each of the three shorter scenarios cover the major segments of the battle: Hougomont, La Haye Sainte, and Plancenoit).

Although similar in some respects, *Wellington's Victory* is far from being a carbon copy of its successful predecessor, *Terrible Swift Sword*. The Terrain, Formation, Morale and Cavalry rules are quite complex and learning to play the game *effectively* will demand more from Players due to the necessity for using sound Napoleonic combined arms tactics. Overall, *Wellington's Victory* is a unique game which combines major innovations with extremely challenging mechanics and simulates the climactic battle of the Napoleonic Wars with unparallelled historical "flavor" and accuracy.

Wellington's Victory will sell for $20. Available 31 October '76.