

Waterloo for Blucher: France

Morale level 11

Formation	Unit	Elan	Traits	Over/ under strength	Attached Artillery
Gd	1/YG Chartrand	7	Sh, St, Sk		Art
Gd	2/YG Guye	7	Sh, St, Sk		-
Gd	1/Grenadiers	8	Sh, St, Sk		-
Gd	2/Grenadiers	8	Sh, St, Sk		-
Gd	1/Chasseurs	8	Sh, St, Sk		-
Gd	2/Chasseurs	8	Sh, St, Sk	U*	-
Gd	Colbert-Cabanais	8	Sh		-
Gd	Guyot	8	Sh	O	-
Gd	Lallemand	8	Sh		-
Gd	Guard Heavy artillery	6			655433
Gd	Guard foot artillery	6			655433
Gd	Guard Horse artillery	6	M		655433
1	1/1 Quiot	6	Sk		Art
1	2/1 Bourgeois	6	Sk	U	-
1	1/2 Schmitz	6	Sk		Art
1	2/2 Aulard	6	Sk		-
1	1/3 Noguèz	6	Sk		Art
1	2/3 Grenier	6	Sk		-
1	1/4 Pégot	6	Sk		Art
1	2/4 Brie	6	Sk	U	-
1	1. Jacquinot	6			
2	1/5 Husson	6	Sk	U*	Art
2	2/5 Campi	6	Sk	U*	-
2	1/6 Bauduin	7	Sk	O	Art
2	2/6 Soyé	7	Sk	O	-
2	1/9 Gauthier	6	Sk		Art
2	2/9 Jamin	6	Sk		-
2	2. Piré	6			

6	1/19 Bellair	6	Sk		Art
6	2/19 Thevenet	6	Sk	U	-
6	20 Jeanin	6	Sk	O	Art
3	3. Domon	6			
1C	5. Subervie	6			
3C	11. L'Héritier	7	Sh		
3C	12. D'Hurbal	7	Sh		
4C	13. Watier	7	Sh		
4C	14. Deport	7	Sh		
	Heavy Artillery	5			544322
	Heavy Artillery	5			544322
	Horse Artillery	5	M		544322

Waterloo for Blucher: Allies

Morale level 11

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

Formation	Unit	Elan	Traits	Over/ under strength	Attached Artillery
1	1/1 Maitland	6	F, St, Sh, Sk	U*	Art
1	2/1 Byng	7	F, St, Sh, Sk		Art
2	3/2 Adam	7	F, St, Sk		Art
2	1/2 du Platt	6	F, St, Sk		Art
2	3H/2 Halkett	5	C		
3	5/3 Halkett	6	F, St, Sk		Art
3	2KGL/3 Ompteda	6	F, St, Sk		Art
3	1H/3 Kielmannsegge	5	C	O	
4	4/4 Mitchell	6	F, St, Sk		Art
5	8/5 Kemp's	6	F, St, Sk		Art
5	9/5 Pack	7	F, St, Sk	U	
5	5/5 Vincke	5	C		Art
6	10/6 Lambert	6	F, St, Sk		Art
6	4/6 Best	5	C		
2N	1/2N Bijlandt	5	C	U*	Art
2N	2/2N Bernard	6	Sk	O	Art
3N	1/3N Detmers	5	C	O	Art
3N	2/3N d'Aubreme	5	C, Sk	O	Art
Na	Nassau regt Kruse	6	Sk		Art
Br	1/Br Buttlar	6	Sk	U*	Art
Br	2/Br Specht	6	Sk	U*	Art
Br	Cramm	6		U	
C	Household bde Somerset	7	Sh		
C	Union bde Ponsonby	7	Sh		
C	3 Dörnberg	6	Imp		
C	4 Vandeleur	6	Imp		
C	5 Grant	6	Imp	U	

C	6 Vivian	6	Imp		
C	7 Arenschildt	6	Imp	U	
C	Estorff	6	Imp		
N	1Hvy/N Trip	5			
N	1Lt/N Ghigny	5			
N	2Lt/N Merlin	5			
	Horse artillery	5	M		544322
	Horse artillery	5	M		544322

Waterloo for Blucher: Prussians

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

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

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

2	Schulenburg	5	Imp	U	
	5 Brigade				
2	Inf Regt #2	6	M, Sk		Art
2	Inf Regt #25	6	Sk		
2	5th Westphalian LW	5	C		
	Sixth reinforcements	Eastern table edge from Bois de Paris			
	6 Brigade				
2	Inf Regt #9	7	M, Sk		Art
2	Inf Regt #26	6	Sk	U	
2	1st Elbe LW	5	C		
	I Corps reinforcements	Northeast table corner on Allied left			
	1 Brigade				
1	Inf Regt #12	6	M, Sk		Art
1	Inf Regt #24	6	Sk		
1	1st Westphalian LW	5	C		
1	Treskow	6			

*The units marked 4A count as a separate formation from the units marked 4. NB this is a variation on the printed rules as in early games we found it too easy to move the entire Prussian on-table force in one MO activation, - thereby negating the effect of the Activation rules.

Prussian arrival

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

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

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

Predetermined arrival

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

Turn 8: Pr1: First (4 Corps) reinforcements arrive
Turn 10: Pr2: Second (4 Corps) reinforcements arrive
Turn 12: Pr3: Third (4 Corps) reinforcements arrive
Turn 14: Pr4: Fourth (4 Corps) reinforcements arrive
Turn 16: Pr5: Fifth (2 Corps) reinforcements arrive
Turn 18: Pr6: Sixth (2 Corps) reinforcements arrive

Turn 14: I Corps reinforcements arrive on 5 or 6
Turn 16: I Corps reinforcements arrive on 4, 5 or 6 if not yet on table

Turn 18: I Corps reinforcements arrive automatically if not yet on table

Variable reinforcements

For variable arrival, use the following system.

4 and 2 Corps

On turn 6, roll a die. On a roll of 5 or 6, Pr1 arrive at the point designated in the order of battle. On a roll of 1 to 4, nobody arrives: roll again on the next Allied turn. This time, the units arrive on a roll of 3 to 6. On a roll of 1 to 2, roll again on the next Allied turn. On that turn, the units arrive automatically unless you are using the Grouchy's actions option, in which case the troops only arrive on a modified roll of 1 to 6. If using Grouchy's actions, keep testing each Allied turn until a modified 1 to 6 is rolled.

Every Allied turn after Pr1 successfully arrives, the next reinforcements on the list will arrive automatically. No reinforcements may jump the arrival queue.

1 Corps

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

Grouchy's actions variant

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

Use this with the variable reinforcements rule.

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

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

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

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