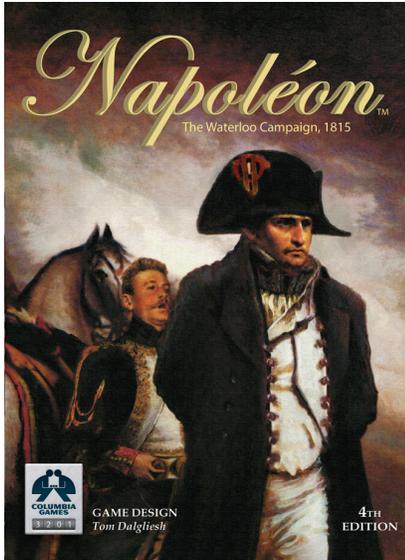


Napoléon



INTRODUCTION

Welcome to an exciting, fast-paced game simulating the famous Waterloo Campaign of 1815. One player commands the French army; the other commands the Allied (Anglo-Dutch & Prussian) armies. The main objective of play is to defeat the enemy by eliminating at least half of their army. Average playing time is two (2) hours.

The map covers the historical campaign area. Four major battles were fought during this campaign, Ligny, Quatre Bras, Wavre, and Waterloo. Military units are represented by blocks which provide elegant mechanics for Fog of War and Step Reduction.

GAME EQUIPMENT

- Mapboard
- Battle Maps (2)
- Wood Blocks (58 + 12 Terrain)
- Order of Battle Cards (2)
- Dice (4)
- These rules

1.0 MAPBOARD

The mapboard depicts the areas of Belgium and France that were important to the Waterloo Campaign. Note these features:

Cities: three major cities (Brussels, Ghent, and Liège) and many smaller towns of 1815 are shown. Units are located on these cities and towns to indicate position.

Roads: the lines connecting the towns are roads. Major roads are indicated by a thick line; minor roads by a thin line. Units move from one town to another along these roads.

Rivers: the major rivers of the region are shown in blue. These have an effect on movement when attacking.

Woods: the woods and forests shown are decorative. They have no game effect.

Borders: the Franco-Nederland border is shown. Note also the Anglo-Prussian deployment line (small broken brown line).

Time Record: A record of Turns is printed on the mapboard, divided into "F" (French) or "A" (Allied) turns. The dark squares are **Night** turns which have special restrictive rules.

2.0 SEQUENCE OF PLAY

The game is played in **alternate** Player Turns, beginning with a French [F] Turn, then an Allied [A] turn. Black turns are night turns. The player taking a turn is called the **Active** player; the opponent that turn is the **Enemy** player. Each Player Turn has three phases:

2.1 MOVEMENT PHASE

The Active player conducts a quota of Group Moves (see 5.1). **Force-marches** are resolved after all movement.

2.2 BATTLE PHASE

Battles are created when the Active player moves units into the same town as enemy units. They are resolved on tactical boards. Battles are fought over an unlimited series of **alternating** Battle Turns, Active Player first:

- **MORALE:** Determine morale for engaged units at strength 1.
- **COMBAT:** Each unit may Move, Fire, or Retreat as desired.
- **REINFORCE:** add new units to the **Reserve** from adjacent towns.

The enemy player then takes a Battle Turn. Alternating Battle Turns are repeated until one side **retreats** or is **routed**. Several battles may occur at the same time. See: 6.1.

2.3 SUPPLY & DEFEAT

After all battles have been resolved, players resolve Allied supply (French turns only), then check to see if any of the armies have been defeated. Determine victory if relevant.

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3.0 UNITS

3.1 NATIONALITIES

The game contains 58 blocks (called units). One label from the self-adhesive, die-cut sheet must be attached to the face of each unit:

Nationality	Block
French	Blue
Prussian	Black
Anglo-Dutch	Red

Dutch units have **orange** centers. The game also contains 12 Green blocks for marking **Terrain** and **Squares**.

3.2 FOG OF WAR

Units stand upright, labels facing the owning player. This prevents players from observing enemy unit types and strengths until revealed in combat.

3.3 UNIT STRENGTH

The current strength of a unit is the number on its top edge when standing upright. Strength determines how many six-sided dice (d6) are thrown in combat. For a unit at strength 3, roll 3d6.

3.4 STEP REDUCTION

For each hit taken in combat, strength is reduced by rotating the unit 90 degrees counter-clockwise. The diagram below shows the same unit at strength 4-3-2-1.



3.5 FIREPOWER

Firepower is indicated by the letter "F" and a number, such as F1 or F2. The number is the **maximum** roll that scores a hit in combat.

EXAMPLE: a unit rated F1 scores a hit for each "1" rolled, but one rated F3 scores a hit for each 1, 2, or 3 rolled.

3.6 UNIT TYPES

3.61 Leaders



Each army has a leader:
 French: **Napoléon**
 Anglo-Dutch: **Wellington**
 Prussians: **Blücher**

Leaders represent the commander, staff, couriers, and an escort guard. They have a unique command ability (8.0).

3.62 Infantry



Units with a crossed musket symbol. They represent about 3,000 men per step. Anglo-Dutch infantry are BR (British - includes KGL and Hanoverian), NE (Nederland - Dutch and Belgian), and BK (Brunswick).

3.63 Cavalry



Units with a crossed saber symbol. They represent about 1,500 men per step. Heavy cavalry are generally rated F3, while Light cavalry are F2.

3.64 Artillery



Artillery units represent collected batteries, each step being 16 guns. There are two artillery types: **Foot** and **Horse**. **Foot** guns move like infantry. **Horse** guns move like cavalry, but have the unique ability to Move and Fire.

4.0 DEPLOYMENT

The **Allies** deploy first, then the **French** deploy. After initial deployments there are no limits to the number of units located in any town and deployment boundaries are ignored.

4.1 ALLIED DEPLOYMENT

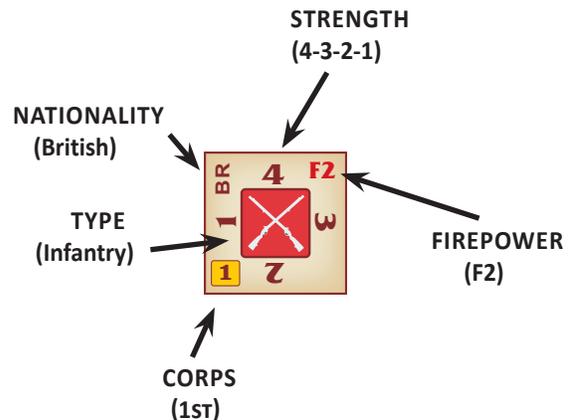
Allied units deploy at maximum strength in towns of their choice, north of the **Franco-Nederland** border. Anglo-Dutch units must deploy west of the **Anglo-Prussian Deployment line**; Prussian units must deploy east of that line. No more than **four (4)** units can deploy in any town.

4.2 FRENCH DEPLOYMENT

French units deploy at maximum strength in **any** French towns, with a maximum of **twelve (12)** units per town.

4.3 HISTORICAL DEPLOYMENT

The two **Order of Battle (OB)** cards list the historical deployment locations of the various corps at the start of play. Use these locations to play a "historical campaign" or as a guide to your own deployment. Deploy some units in adjacent towns to avoid overstacking.



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5.0 MOVEMENT

Players are never compelled to move, but can't accumulate moves for future use. Units may pass *through* friendly units, but must stop and fight a battle when they move into any town containing enemy units. This is called **attacking**. Units can never Move/Retreat off-map.

5.1 GROUP MOVEMENT

After initial deployment, there is no limit to the number of units that may be located in any town. All units located in a single town are referred to as a **Group**. Any/all units in a Group can move to towns along connecting roads.

EXAMPLE: With a group in Brussels, a player may move units to one or more of Alost, Ninove, Hal, Waterloo, Wavre, Louvain, and Malines.

The French can make **two (2)** Group Moves per turn. The Allies can make one **(1) British** and one **(1) Prussian** Group Move per turn.

NOTE: If both Allies are located in the same town, moving both expends both Allied moves. The Allied player cannot forego an Anglo-Dutch move for a second Prussian move (or vice-versa).

5.2 COMMAND CONTROL

Two groups may **not** attack one group unless **both** attacking groups **start** their movement **adjacent** to the **defender** and **directly** connected by road with each other.

DIAGRAM 1: Allied groups in Waterloo and Ligny cannot both attack a French group in Quatre Bras; one group could attack while the second reinforced the battle under normal rules. French groups in Quatre Bras and Nivelles could attack Waterloo simultaneously, because they are both adjacent to Waterloo at the start of the turn, and there is a road directly connecting them. The two French units at Wavre could not attack Waterloo with either French group, but can reinforce a battle there.

5.3 MOVEMENT RATES

Infantry and Artillery can move to adjacent towns. Leaders, Cavalry, and Horse Artillery can move two towns such as from *Waterloo* to *Quatre Bras*, then to an adjacent town like *Nivelles* or *Ligny*. Units may pass through **friendly** forces, but **not enemy** forces.

5.4 ROAD LIMITS

The maximum number of units that can move along any section of road (between two adjacent towns) in one Turn depends on its size:

MAJOR: 8 MINOR: 6

Once the maximums are met for any road section, the road is closed to further movement this Turn except for *Retreating*, *Reinforcing*, and *Regrouping*.

5.5 RIVERS

When **attacking** across a river, road limits are **halved to four (4)** for a major road and **three (3)** for a minor road.

EXAMPLE: Eight French units can normally advance along the road from *Laneffe* to *Charleroi*. If, however, *Charleroi* is defended by a Prussian unit, only four units could attack along this road. The four units left behind at *Laneffe* can reinforce the battle at *Charleroi* at the normal rate of two (2) per battle turn. See 6.34.

Crossing multiple bridges when moving has no additional effect. Units are affected by rivers only on the final road segment used to attack.

5.6 FORCE MARCHES

Players can force-march units one extra town. Infantry and foot artillery can move two (2) towns, and leaders, cavalry, and horse guns three (3) towns.

Make a separate 1d6 roll for each unit force-marching:

1-3: Unit completes move but **permanently** loses one (1) step to stragglers; elimination possible.

4-6: Unit completes move with no penalty.

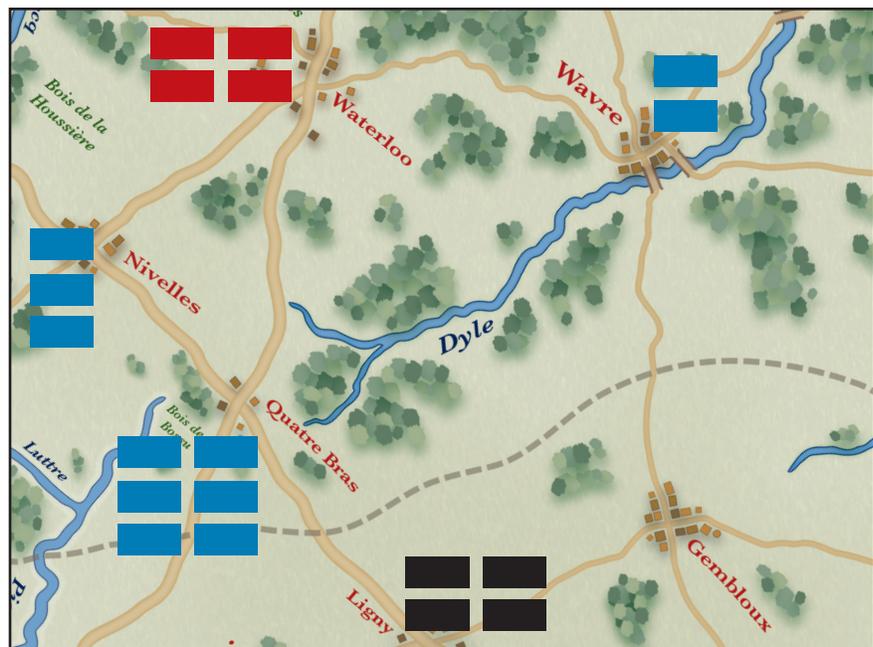
IMPORTANT: make **all** moves **before rolling** for any force-marches. **Leaders** modify results, see (8.1).

Units may force-march to **Attack**, but **never** to *Retreat* or *Regroup*. All movement rules apply normally.

5.7 NIGHT MOVES

Players can make any normal moves (2 French, 1 Anglo-Dutch, 1 Prussian), but cannot **Attack** or **Force-March**.

DIAGRAM 1



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6.0 BATTLES

6.1 ATTACKING

A battle occurs when a player moves units into a town containing enemy units. **They** are resolved by a series of alternating Battle Turns. The Active player is the **Attacker**, the other player is the **Defender**.

NOTE: if either the Attacker or the Defender has **fewer than three (3) units present at a battle**, see 6.6.

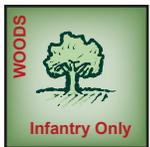
Several battles may occur at the same time. Multiple battles are fought **simultaneously** in a sequence determined by the Attacker. **Both** players complete their turn in one battle, then in another battle, etc. Repeat until all battles are resolved.

6.2 BATTLE DEPLOYMENT

Battles are fought on the tactical boards provided. Mark the location of each battle on the map as necessary.

6.21 Battle Terrain

Before any units are deployed, shuffle the terrain markers **face-down**. The Attacker draws **one (1)** marker and deploys it **face-up** in any one of his three Positions. The **Defender** then draws **two (2)** terrain markers, and deploys them **face-up**, in any two of his three Positions. Terrain modifies combat:



WOODS: Infantry are normal. Cavalry fight at F1 (no shock) and must **stop** when they enter woods. **Artillery cannot** deploy, enter, or fire **into** woods. **Unengaged** blocks may stand upright (6.24).



FARM: One (1) **infantry** +1 Fire (F2=F3). No other unit types can occupy. Cavalry cannot attack a Farm, meaning cavalry hits cannot be applied to the Farm unit.



STREAM: Place terrain marker on the middle ground line between two **opposing** positions where it is an obstacle to both players. Per Battle Turn, a maximum of two units may cross the Stream to Engage, or two to Disengage, or one of

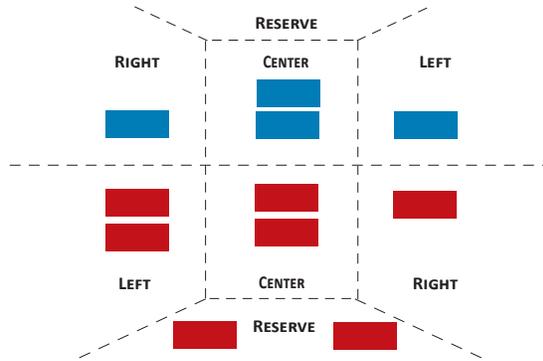


DIAGRAM 2

BATTLE DEPLOYMENT

FOUR (4) blue units deploy one Right, one Left, and two Center. SEVEN (7) red units are deployed, two Left, two Center, one Right, and two Reserve.

each. Units in excess of this limit due to morale failure are eliminated. Artillery may fire **across** the stream, but Horse artillery cannot cross.



HILL: One defending **Artillery** has +1 Fire (F1=F2), Long Range only.

WOODS affect all units in a position, but FARM and HILL are occupied by **one (1)** specific unit. Place the terrain marker behind that unit. The unit defending a Farm or Hill can be freely exchanged with another unit located in the **same** position, but not if **either** unit has moved or fired this turn.

Players may capture (and recapture) an enemy Farm or Hill after elimination of the defending unit. Occupation of terrain takes one Battle Move, so not by a unit that has already moved or fired.

6.22 Unit Deployment

The Defender deploys first into three separate battleline positions, RIGHT, LEFT, and CENTER. There must always be **at least** one unit in each position. Any number of units may also be deployed in the RESERVE.

The Attacker now deploys units in the same manner as the Defender, who cannot alter deployment once the Attacker begins to deploy.

6.23 Corps Integrity

Except for the Reserve, players are restricted to deploying only the units of **one corps** per position. The units of two different corps can be deployed in a leader's position. Once the battle starts, positions can have mixed corps without restriction.

6.24 Fog of Battle

Units are deployed upright to hide their strength and type. Players reveal their units before the battle starts, except units in the **Reserve** or in **Woods** are not revealed. Revealed blocks may stand upright when they move to the Reserve or enter Woods.

OPTION: all units remain hidden until they fire, or if currently engaged.

6.3 BATTLE TURNS

The Attacker has the first Battle Turn. Each Battle Turn has three phases, resolved in sequence:

- **Morale:** determine the morale of all **engaged** units at **strength 1**.
- **Combat:** Move, Fire, or Retreat units as desired. These options apply to individual units which can act in any sequence to gain any possible advantage.
- **Reinforcements:** Add units to the Reserve from adjacent towns.

6.31 Morale

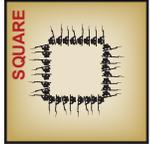
Morale checks are the first step of Battle Turns. For each **engaged** 1-step unit, roll 1d6:

- 1-3:** Unit has **Bad** morale. It must make a **Disengage** battle move, perhaps causing a Rout. Units in square and Foot Artillery are eliminated.
- 4-6:** Unit has **Good** morale and may conduct any desired battle move or fire.

LEADERS improve morale, see 8.2. *Leaders and sheltering units (6.52) do not make morale checks.*

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6.5 SQUARES



Infantry units can "form square" or "break square" as a special battle move. Units may form or break square while **engaged**, but **never** while located forward in the three enemy positions. Units in square cannot **disengage** or otherwise **move**. Squares cannot be formed in WOODS or FARMS. **Infantry in square are +1 morale**. Use a marker to indicate a unit is in square.

6.51 Square Targeting

Units in square form a distinct **target group**. Each firing unit must specify which group is being targeted. Hits are allocated normally to the strongest units within **the targeted group**. Surplus hits on a target group are forfeit. The following **fire** modifiers apply:

- **Cavalry** attacking the square group get no +1 shock bonus and fire at -1 (F2=F1).
- **Infantry** in square fire normally. Enemy infantry firing at the square group are +1 (F2=F3).
- **Artillery** fire +1 (F1=F2) at long range at the square group. *Horse Artillery* firing at the square group at short range, are **F3** for their first fire, and **F2** afterwards.

6.52 Sheltering

Leaders and Artillery can shelter in a square provided they have not moved or fired this turn. One sheltering unit is assigned to each infantry unit in square. Sheltered units do not make Morale rolls. They cannot fire, but take hits normally when they are the strongest units in the square group. A sheltering leader's morale bonus still applies to all units in the position. Elimination of the assigned infantry in the square also eliminates its sheltering unit.

6.6 SKIRMISHES

If **either** player has fewer than three (3) units in a town, a skirmish is fought instead of a battle.

All skirmishes are fought **before** any battles are deployed, in a sequence chosen by the Attacker.

For each skirmish, players reveal one (1) to four (4) units for **one (1) round** of combat. **Defending** units fire first, then Attacking units. **Unrevealed** units cannot fire or take hits.

IMPORTANT: *In skirmishes, cavalry, horse artillery, and leaders fire at F2; infantry and foot artillery fire at F1.*

After the combat round, the player with the **fewer** units (including Reserve units) must retreat normally; if tied the **attacker** must retreat. Units that retreat are disrupted (7.3). Units that win can reinforce an adjacent battle. Regroups (7.5) after a skirmish are not allowed.

NOTE: *Skirmishes replace the Pursuit Fire rules of earlier editions.*

6.7 BATTLE STALEMATE

A battle is stalemated when the attacker declines to fire, engage, or retreat for two consecutive friendly battle turns, after adding all reinforcements. The attacker must **immediately** retreat all units (normally).

7.0 RETREATS

Units that do not move or fire in a Battle Turn can **Retreat** back to the map. Units that are **engaged** at the instant of Retreat, take Rout Attrition (7.41).

7.1 RETREAT DESTINATIONS

The Attacker can only retreat to **adjacent** towns that were used to start or reinforce the battle. The Defender can retreat to any towns unavailable to the Attacker, but never to a town containing enemy units. Neither player can retreat to another battle.

7.2 RETREAT ROAD LIMITS

Per Battle Turn, a player can retreat two (2) units per Major road and one (1) unit per Minor road. Retreating across rivers has no adverse effect.

EXAMPLE: *the Defender has five units that wish to retreat. Two possible retreat roads exist, one major and one minor. Two units can retreat up the major road and one unit up the minor road for a total of three units per Battle Turn.*

BATTLE TACTICS

- Fight battles on your terms. Try to have some future battle sites in mind and seek to have maximum reinforcements available for them.
- It is tempting to get all your units in a battle engaged with the enemy. However, you should try to keep some reserves when possible. They give the flexibility to stave off defeat and the power to mass against the weakest enemy position for a breakthrough.
- Seek to engage two enemy positions with the minimum necessary strength to engage that position and then try to destroy the remaining position with overwhelming strength. This works best if the enemy has 'committed' his reserve and has few, if any, reinforcements available to shore up the position you hope to rout.
- Cavalry are much too valuable to be used just like infantry. They should be kept in reserve and employed in charges when practical. They should not charge enemy infantry without infantry and/or artillery support. Otherwise the enemy infantry will go into square and likely repulse the cavalry attack. Charging with horse artillery support is ideal.
- Massing your guns in one position is tempting and was always a favorite tactic of Napoléon. The destructive fire of massed-guns can be decisive if they can fire enough times. However, this destructive potential will almost certainly make the enemy charge your guns. Unless you have sufficient infantry or cavalry to beat off such an attack it is wiser to divide your guns between two or three positions.
- If you have any doubt about winning a battle, an early retreat must be considered. Retreating while engaged is costly; try to retreat while unengaged or from the Reserve.
- The consequences of a rout can be harsh. Routed units lose steps (foot artillery in particular are gutted) but units will also be scattered or eliminated if your available retreat roads are few. It takes considerable time to regroup a scattered army, especially with an aggressive enemy army in pursuit.

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7.3 DISRUPTION

Units that Retreat are **Disrupted** and turned face down. Disrupted units cannot reinforce any battle during this Player Turn. They recover at the end of the current Player Turn.

7.4 ROUTS

A rout is a **forced retreat** that occurs **immediately** if any friendly battle **position is solely occupied** by enemy unit(s). This can be caused by enemy fire, morale failure, or a disengage battle move. A routed player must immediately (at the instant of rout) retreat all remaining units.

IMPORTANT: Retreat road limits (Major 2/Minor 1) apply to Routs. Because all units must retreat at the **same time**, significant dispersal and elimination of units can occur. Units that cannot retreat for any reason are eliminated (owner choice).

7.41 Rout Attrition

All units, **including those in the Reserve**, are subject to step losses for rout attrition:

- 1 Infantry and Horse Artillery
- 2 Foot Artillery
- 1 Cavalry, but only if engaged with enemy **cavalry**.

EXCEPTION: Leaders are not subject to rout attrition.

7.5 REGROUPING

When a **battle** (not Skirmish) ends, the **Victor** may **Regroup**. This allows the victor to add adjacent units to the victory town, and/or move units from the victory town to **adjacent friendly-occupied** towns. Units must Regroup at the **instant of victory**. They are available to reinforce another adjacent battle if applicable. Regroups are subject to 2/1 Retreat road limits (7.2).

EXAMPLE: The French have won a battle at Ligny. The Prussians have retreated to Gembloux and Namur. The French also occupy Quatre Bras with 4 units. The French have the option to Regroup 2 Ligny units to Quatre Bras, the maximum for this road.

8.0 LEADERS

Leaders are 1-step units that represent the commander, staff, and escort guard. **Blücher** can only command Prussian units, and **Wellington** only Anglo-Dutch units.

Leaders can move one or two towns, and force march one extra town. They count for **all limits**, including deployment, roads, retreats, routs, and reinforcements.

8.1 FORCE-MARCH (FM) BONUS

A revealed leader provides +1 to the FM roll for any units in the **same** town. Leaders can themselves FM with the +1 bonus (at risk of elimination).

8.2 MORALE BATTLE BONUS

A revealed leader provides a +1 (to the die roll) bonus to **all** friendly units in the **same** battle position. Leaders do not themselves make **Morale** checks unless they are the **only** unit occupying a position; they make that roll at +1.

8.3 LEADER ELIMINATION

Leaders can engage and fight enemy units normally; being 1-step units such action is risky. If eliminated, the benefits of a leader are no longer available to that army, and it counts as a "dead unit" when determining Victory.

9.0 ALLIED SUPPLY

The Allies have three supply cities. If the French occupy a supply city with at least one (1) unit, the respective Allied army is reduced as noted:

Ghent: Anglo-Dutch (-1 unit)

Brussels: Anglo-Dutch (-1 unit)

Liège: Prussian (-2 units)

Units removed are chosen by the **Allied** player at the end of every **French Turn** (after any battles in that turn are resolved) for as long as the occupation is maintained.

Occupation of a supply city must be maintained by at least one French unit to remain effective. If a supply city is vacated or recaptured, the attrition ceases until the French reoccupy. The French have no supply city problems.

FRENCH STRATEGY

The objective is to destroy **both** Allied armies. Because the combined Allied strength exceeds the French strength the necessity to defeat one ally at a time is obvious. Since the French deploy after the Allies and then move first, they can maneuver against any one ally at an advantage. Time is also an important factor. Given enough time, the Allies can concentrate and therefore the French must advance with speed regardless of which strategy they use. The French have three main strategies, although many combinations and feints exist.

LEFT MANEUVER: Advance against the Anglo-Dutch, the maneuver Wellington feared the most. The aim must be to threaten the supply cities of GHENT and BRUSSELS and force this ally to fight on your terms before turning your attention to the Prussians. French deployment would be centered on CONDE, MAUBEUGE, and VALENCIENNES with an advance via MONS and/or the road to LEUZE. This strategy is the easiest for the French, but an allied awareness of this fact may make it less likely to succeed.

RIGHT MANEUVER: Advance against the Prussians, threatening LIEGE, and destroying this ally first. French deployment would be centered on PHILIPPEVILLE and GIVET with an advance via DINANT to NAMUR or a more flanking advance through CINEY and MARCHE. The main problem with this strategy is getting across the River Meuse between LIEGE and NAMUR. The river will probably be well defended.

CENTRAL POSITION: The strategy used by *Napoléon*. The aim is get between the two Allies and defeat each in turn. French deployment would be centered on PHILIPPEVILLE and BEAUMONT with an advance via CHARLEROI. The goal is to command the central east-west major road from LIEGE to BRAINE LE COMTE along which the Allies like to maneuver. This strategy works best when Allied deployment allows a rapid advance through Charleroi.

ALLIED STRATEGY

Because the burden of attack rests with the French, the Allies can usually remain on defense until they make some concentration of forces. Some protection for BRUSSELS is necessary, but a strong defence of LIEGE and GHENT may allow the French to defeat one ally before the other can help. Something can be said for allowing, if necessary, the French to occupy a supply city while you concentrate for a devastating counter-attack. The 'safe' Allied deployment is a slight concentration of forces towards the middle, seeking to hold the major roads MONS – BRUSSELS, CHARLEROI – BRUSSELS, and BRAINE LE COMTE – LIEGE. Some attempt to delay the French advance with cavalry screens can be useful provided only a few units are used. These screening units will likely be overwhelmed by the French, but the time they buy can be decisive. Key deployment points, other than the supply cities, are ATH, HAL, QUATRE BRAS, LIGNY, NAMUR, AND CINEY.

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10.0 VICTORY

Defeats are effective *after* all battles and supply for the *current turn* are resolved. All remaining units of a defeated army are *eliminated*.

10.1 FRENCH VICTORY

- The French win if they defeat *both* Allied armies before time expires. The *Anglo-Dutch* army is defeated when **eight (8)** or more units are eliminated. The *Prussian* army is defeated when **nine (9)** or more units are eliminated.
- The French also win if they are undefeated and occupy *any two* of BRUSSELS, GHENT, or LIEGE after the French turn of June 22.
- The French also win if all three armies are *simultaneously* defeated.

10.2 ALLIED VICTORY

- The Allies win if they defeat the *French* army by eliminating **twelve (12)** or more units.
- The French fail to win before time expires.

11.0 THREE PLAYER GAME

Two players command the Allies: one Prussian and one British. The Allied players follow the normal rules except that each has ultimate control over their respective forces. The Allied players are forbidden from communicating with each other except during initial Deployment and Allied Night turns.

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For game updates and discussion, see:
www.columbiagames.com

12.0 TOURNEY BIDDING

Players should always bid for sides in Tourney games. Flip a coin to determine who bids first. Bids should be made in increments of 1 (a first bid of 0 is OK). The highest bid plays their named side and removes steps equal to the bid. For example, a winning bid of "Allies 2" plays the Allies but removes two steps (total) from Allied starting units. Similarly, a winning bid of "French 3" plays the French with three steps removed. No unit can take more than one step loss.

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